MATHIS GAIGNET, 27

IOS DEVELOPER

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PROFILE

iOS Developer who shipped production app to App Store with expertise in Swift Concurrency and clean architecture. Technical writer featured by Google Firebase's Staff Developer Advocate, with articles used as learning resources by development teams.

SKILLS

Frontend	Swift, SwiftUI, UIKit, SwiftData, MapKit, WeatherKit, HealthKit, StoreKit, Swift Charts, Foundation Models, Liquid Glass (iOS 26)
Backend	Vapor
Programming	Swift Concurrency, Unit Testing, MVVM(C), Clean Architecture
Tools	Git, GitFlow, Actions, Jira, Xcode Cloud, Fastlane, Claude & LLMs

EXPERIENCE

IOS DEVELOPER – 2024-PRESENT

Albedo (App Store)

- Developed and released a satellite tracking iOS app on the App Store using SwiftUI and clean architecture
- Built real-time orbital mechanics calculations with custom SPM package (AlbedoKit) for Earth shadow and magnitude computations
- Implemented observability scoring exploiting WeatherKit for weather-based predictions
- Leveraged structured concurrency for parallel API requests and heavy calculations with clean architecture mapping
- Built a Vapor-based caching proxy with Redis integration to optimise API calls

BarTinder (GitHub)

- Built an open-source cocktail discovery platform with swipe-based gestures
- Integrated the latest iOS features, including Foundation Models, Swift 6.2 concurrency, TipKit, and more
- Developed comprehensive test suite using Swift Testing framework validated through Xcode Cloud

Caffio (Website)

- Collaborating on a coffee management app integrating caffeine tracking, recipe creation, and brewing equipment
- Working in Agile/Scrum team using Jira for sprint planning and task management
- Setting up GitFlow as well as CI/CD pipelines using GitHub Actions and Fastlane for automated testing and deployment
- Integrating HealthKit to log caffeine intake and sync health metrics across Apple Health ecosystem

AUDIOVISUAL ENGINEER, CITY OF RENNES, FRANCE — 2023 - 2024

- Provided sound engineering and stage lighting for festivals & shows
- Integration of multi-format AV systems and real-time technical troubleshooting during live events
- Assisted in preparing and delivering sound & light systems for local community organisations
- Recording, mixing and mastering of albums

PUBLICATIONS

I'm passionate about exploring iOS framework internals and sharing technical insights through in-depth articles that break down complex Swift concepts for the developer community. Here are some of them.

- Mastering Swift 6.2 Concurrency: A Complete Tutorial
- SwiftUI Redraw System In Depth (featured in Peter Friese's newsletter — Staff Developer Advocate, Google Firebase)
- The Art of SwiftData in 2025

EDUCATION

ESRA, RENNES, FRANCE — BACHELOR'S DEGREE IN AUDIO ENGINEERING, 2023

LANGUAGES

- French
- English
- Swedish (A1 level)