MATHIS GAIGNET, 27

IOS DEVELOPER

+33652957420 Portfolio matgnt@icloud.com linkedin.com/in/mathisgnt github.com/MathGnt

PROFILE

iOS Developer who shipped production app to App Store and contributes to open-source projects. Expertise in Swift, concurrency and architecture. Leverages audio engineering background for technical problem-solving and collaborative teamwork. Published technical writer with deep knowledge of SwiftUI internals and performance optimisation.

SKILLS

Frontend Swift, SwiftUI, UIKit, SwiftData, MapKit, WeatherKit, MusicKit, Swift

Charts, Foundation Models, Liquid Glass (iOS 26)

Backend Vapor

Programming Swift Concurrency, Unit Testing, MVVM, Clean Architecture

Tools GitHub, GitFlow, Fork App, Actions, Jira, Xcode, Claude & LLMs

EXPERIENCE

IOS DEVELOPER - 2024-PRESENT

Albedo

Developed and released a satellite tracking app on the App Store using clean architecture, featuring real-time orbital mechanics, magnitude analysis using Swift Charts, an observability scoring helped by WeatherKit and a custom SPM AlbedoKit for Earth shadow computations.

BarTinder

Built an open source cocktail discovery platform implementing clean architecture with custom SwiftData dynamic queries, Foundation Models (Apple Intelligence) and a full Swift Testing coverage; <u>available on GitHub</u>.

Caffio

Currently collaborating on a coffee management platform, implementing HealthKit integration for caffeine tracking, LiveActivity widgets for real-time updates, and Vapor backend services, while maintaining clean Git workflows with feature branching and code review processes.

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.

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.

- Mastering Swift 6.2 Concurrency: A Complete Tutorial
- <u>SwiftUI Redraw System In Depth: Attributes, Recomputation, Diffing and Observation</u>
- Deep Dive Into Dynamic SwiftData Queries

EDUCATION

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

LANGUAGES

- French
- English
- Swedish (Beginner)