



Kevin MAAREK

Software Developer

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Paris, France 

Employment History

zely

› Expert iPadOS Engineer at Zely

Temporary contract (2025 - 2026) Paris, France

- Contributed to the development and maintenance of Zely's production-grade iPadOS applications used daily in professional restaurant environments, with a strong focus on reliability, performance, and user experience.
- Designed and developed internal tools and applications to support operational teams and improve internal workflows, accelerating delivery and reducing friction across the organization.
- Implemented and maintained network-level communication layers, including TCP-based and peer-to-peer (P2P) protocols, enabling inter-application communication in constrained or offline-friendly environments.
- Worked extensively on concurrency and thread safety challenges, improving application stability and educating the team on best practices around Swift concurrency and multithreaded architectures.
- Participated in continuous improvement of engineering processes, contributing to better code quality, technical decision-making, and sustainable development practices.
- Mentoring engineers and sharing expertise on advanced iOS/iPadOS topics, including modern software architecture

iPadOS  Swift  Concurrency  Mentoring 



› iOS Engineer at RATP Smart Systems

Permanent contract (2022 - 2025) Paris, France

- Development and continuous enhancement of the Bonjour RATP iOS products and applications, playing a pivotal role in revolutionizing smart mobility solutions in Paris, France.
- Collaborated closely with cross-functional teams comprising developers and designers to conceptualize and implement innovative features aligning with product and technological objectives within the smart mobility application domain.
- Engineered an iOS application with a sophisticated and modular architecture, leveraging the Swift Package Manager to ensure scalability and maintainability of the codebase.
- Operated within a high-security environment, adhering to stringent standards to safeguard sensitive data and ensure the integrity of the system.
- Formulated robust protocols to facilitate seamless integration and interoperability of diverse mobility providers within a Mobility as a Service (MaaS) ecosystem, enhancing user experience and accessibility.
- Drove the establishment and implementation of a modern design system, collaborating closely with the design team to define an extensive catalog of design elements and meticulously crafting

design tokens.

- Developed an iOS package utilizing the design tokens, enabling the automated generation of a comprehensive components library, thereby streamlining the UI development process.
- Adhered to agile methodologies and scrum practices, fostering a collaborative and adaptive work environment conducive to rapid iteration and innovation.
- Thrived in multidisciplinary teams, actively contributing insights and expertise to cross-functional initiatives aimed at delivering impactful solutions.

iOS Swift Jira GitLab CI



› Teacher at Ada Tech School

Freelance (2021 - 2025) Paris, France

Ada is the first coding school in Europe with a feminist and inclusive culture, open to all profiles. Their education system is based on the Montessori theory.

- Teaching and supervising students in an inclusive environment.
- Creation of educational content and courses syllabus.
- Teaching multiple languages, tools and technologies, from backend to frontend and everything that relates with the software environment.
- Personal guidance over softskill and career management.

Teaching Mentoring Fullstack Syllabus



› Software Engineer at Freebox

Permanent contract (2019 - 2022) Paris, France

- Built and successfully deployed a new iOS app.
 - Development of an iOS app from scratch.
 - Creation of a product and tech roadmap.
 - Working with other developers and designers to develop product+tech oriented features around Home security system management and smart home monitoring.
 - Reviewed design requirements and wireframes for technical feasibility.
- Development of Swift Packages for internal use (& redaction of documentation).
 - A UI components packages (UIKit & SwiftUI) shared between apps.
 - A network abstraction stack packaged.
- Development and maintenance of 4 existing iOS apps.
- Setup a testing and a continuous integration environment with Jenkins & Fastlane for multiple projects including mobile iOS and Android Apps to improve products quality.
- Development of a NodeJS server side application.
- Working with IOT standards for security systems.
- Research and development over Augmented Reality framework for iOS.

Swift IOT Security ARKit SmartHome Javascript



› iOS developer at Leboncoin.fr

Permanent contract (2014 - 2019) Paris, France

- Development and maintenance of the Leboncoin iOS products and apps.
 - Development of unit and UI tests for the Leboncoin iOS app.
 - Development of distributed iOS Swift frameworks and static librairies (for internal and external usage).
 - Modularized the core Leboncoin app's features.
- Setting up quality control, code review, continuous integration and continuous delivery solutions.
 - Working with Gerrit code-review solution for code review process.
 - Created a continous delivery flow with Fastlane.
 - Built a CI environment with Jenkins.
- Conducting user tests and designing user centric features.
- Working with scrum and agile standards.
- Working in multidisciplinary teams.
- Working in a T-Shape environment:
 - Development of web micro service in Go.
 - Development of Android app's features with Kotlin.

iOS App Obj-C Swift UX+UI Jenkins Fastlane Go Gerrit Micro-services Agile
TestFlight Gym



› Developer at Egos Ventures

Internship (2014 - 2014) Atlanta, GA, USA

- Architecture and model design for services and products.
- Sound and image processing.
- iOS and Android apps development (native).
- Development of unit test framework for internal use and development of unit tests for the in-productions solutions.
- Added UI Tests for apps.
- Gobal quality improvements for the in-house software, services and apps.

C/C++ Computer vision Sound Detection Mobile App developement Swift+iOS Java+Android

› Java developer at ThinkMyApp

Internship (2013 - 2013) Rueil Malmaison, France

- Development of parsing algorithms loaded on servers that treat big amount of data.
- Development of java software for external use.

Java Swing Debian Perl Big-Data

Skills 💪

Programming Languages

- Swift, Objective-C
- Good understanding in Go, JS and Python

iOS Frameworks

- UI: UIKit, SwiftUI
- Data: Core Data
- Other: ARKit, HealthKit, MapKit, WatchKit, StoreKit

Development Tools

- IDE: Xcode, VSCode, VIM
- Dependencies: CocoaPods, Carthage, Swift Package Manager
- Performance Optimization: Instruments Profiling, Memory Management
- DBMS: Graph (CoreData), SQL (with MySQL, PostgreSQL), NoSQL (with MongoDB)
- CI/CD: Jenkins, Fastlane, Bitrise
- Accessibility: Adaptive Layout, VoiceOver, Dynamic Types
- Git
- TestFlight

Design Patterns & Architectural Paradigms

- Swift Composable Architecture
- Model-View-Controller (MVC)
- Model-View-ViewModel (MVVM and MVVM-C)
- Model-View-Presenter (MVP)
- Clean Architecture
- Reactive Programming
- Singleton
- Observer
- Delegate

Networking

- URLSession, Alamofire
- REST, WebSockets, SSE
- GraphQL

Testing

- XCTest
- UI Testing
- Unit Testing
- Screenshot Testing

Other Skills

- Agile Methodologies (Scrum, Kanban)
- Problem-Solving Skills
- Communication Skills
- Team Collaboration
- Project Management

Education

2014 : Bachelor Software Architecture

ESGI, Paris 12e

Extra Curriculum : Founder and President of the Coding Dojo Club

2012 : Higher Degree Certificate in Software & IT

Saint Michel de Picpus, Saint Mandé

Spécialisation : Software development

2011 : Baccalaureate in Social and Economical Sciences

Cours Progress, Paris 3e

Languages

🇫🇷 Français : read, write, speak native

🇺🇸 English : read, write, speak

Anything else ? 😊

- I can play all the Red Hot Chili Peppers riffs with my guitar. 
- I cook a great shakshuka, the famous Mediterranean meal. 