Behdad Keynejad

iOS Developer

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Following 3+ years of technical leadership at a large-scale company with more than 40 million users, I am looking to transition back to being a software engineer. Although I enjoy leading and growing teams, I prefer being more hands-on on a day-to-day basis.

Work Experience ———

iOS Tech Lead   **Snapp*!***   Mar 2018–Present
Tehran, Iran

- Created a **scalable app architecture** using **protocol-oriented** programming and Clean Architecture principles after studying app architectures such as VIPER, Uber RIBs, MVVM and Clean Swift. (Link)
- Initiated, planned and worked on the project of **migration** of legacy code of Passenger app from Objective-C and MVC to **Swift** and the new architecture. (Link)
- Led the **rewrite** project of the Driver app from Objective-C and MVC to Swift, based on an overhaul of the application from design and usability standpoints. (Link)
- **Designed and architected** the technical part of many impactful features across both Passenger and Driver apps such as Chat, Change Destination, and the transition to being a super app offering multiple services.
- Standardized development workflow by creating a Git branching model, introducing **code review** processes and using SwiftLint and Danger. (Link)
- **Automated release process** using Xcode Server and GitLab CI/CD which decreased QA lead time by 1 hour. (Link)
- Automated writing mocks and stubs boilerplate code for **unit tests** by roughly 80% using SwiftyMocky.
- Enabled product-based team structure by setting up **release train** processes so teams could work on the same code base independently resulting in smaller and regular releases every two weeks.
- Cared for accessibility of the Passenger app by implementing VoiceOver support.
- Built and **led a team of 12** after scaling up from 3 by interviewing 100+ candidates.
- **Mentored** less experienced employees in both engineering and leadership career paths.
- Played an active role in growing the engineering team from 20 to 300+ by making hiring plans based on **OKRs**.
- Spearheaded the effort on **diversity and inclusion** by hiring the first female developer in the engineering team.

iOS Developer   **Snapp*!***   May 2017–Feb 2018
Tehran, Iran

- Added support for multiple map tile providers by wrapping implementations in a protocol.
- Architected the **map framework** which was later used in both Passenger and Driver apps.
- Adapted all the custom views of the app to Safe Area after the launch of iPhone X. (Link)
- **Designed the API** for our in-house network module called. (Link)
- Unified coding style in the team by writing a Swift style guide. (Link)
- Added support for **Multitasking on iPad**.

iOS Developer   **Lyan**   2016–2017
Tehran, Iran

- Developed an app for business owners of an e-commerce platform.

iOS Developer   **Freitag & Co. GmbH**   Summer 2016
Frankfurt, Germany

- A summer internship program during which I developed an office management app.

iOS Developer   **Nazdiktarinha**   2015–2016
Tehran, Iran

- Developed an app showing nearby points of interest, events and venues.

Education ———————————————————————————————

- **B.Sc. Computer Engineering,** Sharif University of Technology, Tehran.   2011–2017

Languages and Technologies ————————————————————————

- Languages: Swift, Objective-C, Python3, JavaScript
- Technologies: UIKit, Auto Layout, SwiftUI, Combine, Xcode Server
- Other: iOS App Architecture, GitLab CI/CD, Git, Code Signing

Projects ———————————————————————————————————

- **SNPArchitecture** is a scalable iOS app architecture used for iOS apps in Snapp*!* based on VIPER, RIBs and Clean Swift. (Link)
- **iOS-App-Signer** is a fork of a project with the same name which I modified to accommodate our team needs in Snapp*!*. (Link)
- A small contribution to SkyFloatingLabelTextField pod. (Link)

Writing ———————————————————————————————————

- A post on why we decided to rewrite the Passenger app in Snapp*!* and the challenges we faced during the rewrite process. (Link)
- A post about productivity and mental health in Farsi. (Link)

Interests ———————————————————————————————————

- Apple and technology in general.
- Playing racket sports (Tennis, Padel, Squash) and watching Formula 1.
- You can find me on the internet using the regular expression behda+d: behda{2}d@GitHub | behda{2}d@LinkedIn | behda{1}d@Medium | behda{1}d@StackExchange | behda{3}d@Twitter | behda{8}d@Instagram.