

Emanuel Munteanu

London, UK | +44 07832617706 | emn.mun@gmail.com | www.linkedin.com/in/emanuel-munteanu

Senior iOS Engineer

I'm a results-driven Software Engineer with over 11 years of experience in the full mobile software development lifecycle, from concept to the delivery of innovative mobile applications and custom solutions. My Computer Science degree specialised in mobile applications and I am passionate about leveraging advanced architectures, frameworks, and development tools to create efficient, scalable solutions. A collaborative team player with a strong background in agile methodologies, I am committed to continuous improvement, enhancing codebases during feature development, and applying analytical and problem-solving skills to navigate complex systems and codebases.

Technical skills

Programming languages	Swift, Objective-C, JavaScript, Ruby, Java, SQL
Frameworks	SwiftUI, UIKit, Combine, Swift Concurrency, Grand Central Dispatch (GCD), Cocoa Touch, Core Data, Apollo GraphQL, URLSession, WKWebView, RxSwift, RxCocoa, Geolocation, Cocoa(macOS), iOS Auto Layout, Networking APIs, Realm, iOS StoreKit, Maps SDK, Firebase, AVFoundation, Google Maps SDK
Software Design	TDD Test Driven Development, Object Oriented Programming, Protocol Oriented Programming, DRY, Functional and Reactive Programming, VIPER, MVVM, VIP, Coordinator, reusable iOS components, Modularization, Git Flow
Other Technologies	Unit Testing, Mobile DevOps, node.js, REST APIs, GraphQL, APN, Deep linking, A/B Testing, Analytics, iOS Concurrency, Android development, macOS development, Calabash Testing, Xcode UI integration testing
Tools	CI/CD, Fastlane, CircleCI, Bitrise, Xcode Instruments, AppStore Connect, Jira, Version Control (Git), Swift SPM, Coacopods, Carthage, Charles Proxy/ Proxyman
Processes initiated	Agile & SCRUM ceremonies, Processing sensitive data, Following Cyber Security standards, Automation and release management, Organising release testing before signoff, Backend API design
Other technologies	NFC tags interaction, Geofencing, Accessibility & Dynamic Type
Services	GitHub, GitLab, DataDog, Google Analytics, Mixpanel
Non technical	Collaborated cross-functionally with Product, Data, Leadership, and Support to deliver on OKRs and KPIs with measurable impact

Professional Experience

Senior (lead) iOS Engineer - Indeed Flex, London UK — October 2021 - present

- spearheading feature delivery, defining briefs, establishing requirements and ensuring compatibility with the latest iOS versions, server APIs, and other dependencies
- coordinate new feature development, project estimations, incidents and urgent tasks

- onboard and mentor junior engineers and new joiners, while new teams were formed
- technical mentorship for a fellow UI designer willing to learn SwiftUI and transition into engineering
- significantly reduce the time spent on each engineering task requiring QA by 1 to 2 hours
- streamline recurring tasks via CI/CD automation workflows and Fastlane, thus enhancing the productivity of a rapidly growing team
- increase test coverage by 30% while transitioning to the MVVM architecture, using dependency injection, newer concurrency patterns and test-driven development
- lead an initiative to boost developer confidence in modifying the codebase by reducing technical debt, decreasing tight coupling with CoreData models and following the SOLID object-oriented principles to decouple business logic
- save at least 1 hour per week for every iOS engineer and over 3 hours for every QA engineer by instituting a remote feature flag override system, effectively preventing incomplete features from reaching customers
- introduce GraphQL in the iOS project, integrate Apollo SDK and coordinate with the backend team on the development of new features and reusable services for the other mobile teams
- diminish support tickets by over 50% through collaboration with the backend to identify issues, improve logging and analytics, and develop better dashboards
- lead initiatives to enhance app analytics, ensuring a more data-driven approach, mitigating unexpected behaviours in production, and delivering superior metrics for product teams
- prototype with new technologies like NFC tags, live activities, WebView bridges
- async meetings and periodic out-of-hours work as the principal team was based in the USA

Senior iOS Engineer Contractor - Deliveroo, London UK — November 2020 - September 2021 (extended)

- lead an initiative to enhance the iOS team's proficiency in reactive programming (RxSwift/RxCocoa), significantly improving code quality in an event-driven environment
- launch workshops and demonstrations to showcase the practical integration of reactive extensions in the codebase, simplifying complex concepts for team members
- facilitate cross-platform feature development for the Rider app
- minimise crashes to a one-year low by modernising legacy frameworks or replacing outdated dependencies with robust, modern and local implementations
- advocate for adopting the MVVM architecture, increasing testing coverage through broader implementation of dependency injection
- implement updates to the iOS client to support backend database sharding

Freelance Senior iOS Developer, Durstexpress GmbH (now Flaschenpost), Berlin Germany — May 2020 - October 2020

- establish design patterns and develop the first features of a brand-new e-commerce app
- commit to a scalable architecture, constructing the foundation of an extendable, testable, and maintainable application
- initiate app modularisation to enhance separation of concerns, reusability, and compile-time optimisation
- facilitate the establishment of clear guidelines and development processes within the team to eliminate confusion due to varying knowledge levels
- introduced continuous integration and continuous delivery processes to enhance efficiency

Freelance Senior iOS Engineer, OLX Group, Berlin Germany — November 2019 - May 2020

- serve as the main facilitator of a comprehensive redesign across multiple global iOS applications
- institute a design system incorporating reusable components to streamline development

- manage the onboarding process for newly hired iOS developers regarding product decisions, chosen iOS architecture and established iOS guidelines
- provide consultation on iOS Design Guidelines and best practices for mobile UI/UX
- initiate refactorings with the scope of decreasing code complexity while enhancing overall app performance and responsiveness to user inputs
- support public releases across various European markets

(Senior) iOS Engineer, Ebay Inc., Berlin, Germany — June 2018 - October 2019

- contribute as a member of the core features team responsible for designing and implementing the search and filtering experience of multiple e-commerce apps
- make architectural decisions for reusable components utilised across various eBay markets
- contribute to the adoption of a VIPER architecture to have a testable and scalable code base
- simplify complex scenarios of data handling by applying reactive programming concepts
- achieve multiple conversion rate increases by up to 30% by collaborating with product owners, A/B testing and designing features based on insights from analytics tools
- build experiments that enabled Analytics and Product departments make business decisions
- facilitate the automation of various sync tasks between iOS development team and UX/UI changes
- deliver an 87% unit tests coverage and bring integration tests with Xcode UI tests

iOS Engineer, XING AG, Hamburg, Germany — July 2016 - May 2018

- designed and implemented premium and freemium features in the main XING iOS app, which attracted new users as well as motivated them to upgrade
- implement video playback with AVFoundation for news articles containing video content
- onboarded junior developers, conducted interviews and managed code challenges
- improved user experience by increasing performance in data loading, collection view scroll and background fetching
- committed to new standards like Size Classes and Auto Layout for a better experience on different screen-sizes and as well as unified and reusable view components
- decrease the amount of code dedicated to in-app purchase handling by 42% and increase code readability and testability at the same time
- contributed to a safer and more flexible code base while adopting Swift
- reduce churn by closing loopholes and solving security issues in the payment handling of iOS subscriptions while collaborating with backend engineers
- supported UI/UX designers with knowledge of iOS visual design patterns and best practices
- collaborated with data science and digital analytics in order to provide reliable statistical data

iOS Developer, novomind AG, Hamburg, Germany — May 2016 - June 2016

- implemented Beacon based and augmented reality prototype apps targeting e-commerce
- improved app monitoring and user satisfaction by introduced A/B testing support, crash reporting, analytics and remote config

Software Developer - Absolute Software GmbH, Hamburg, Germany — July 2014 - April 2016

- app architecture and development of social apps for Android and iOS
- integrated Facebook APIs, Google Places, Maps & Geolocation APIs, Flickr API, Amazon S3 and many other services
- developed node.js web applications used to synchronise data with the apps
- reviewed customer requirements and designed technically feasible and working solutions in an agile team, based on user stories, epics and tasks
- ensured scalability and organised user tests, prototyped with 3rd party libraries to improve performance
- engineered web services meant to leverage computation on mobile devices
- contributed to all layers of a mobile app: UI, Persistence Store, Business Logic, networking, etc
- being part of an agile workflow with frequent changes in customer requirements
- managing customers and their requirements, providing estimations and reports

Student Instructor - VIA University College, Horsens, Denmark — August 2013 - June 2014

- conducting Java programming workshops for students
 - explaining data structures, algorithms and related computer science topics
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Education**VIA University College - Horsens, Denmark****Bachelor in Information and Communication Technology Engineering (August 2012 - January 2016)**

- Software engineering
- Business Information Systems
- Cross Media
- IT and electronics
- Engineering process

Theoretical Highschool (2008 - 2012)

- Mathematics, physics, chemistry, IT

CAMBRIDGE ADVANCED ENGLISH CERTIFICATE (CAE) - 2011