

Habibollah Mohammadi

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iOS Development: Swift, Objective-C, SwiftUI, UIKit, AutoLayout, Combine, Async-Await, GCD, StoreKit, Notifications, CoreLocation, PDFKit, PencilKit, NotificationCenter, CoreMIDI, CoreData, AVFoundation, Background Tasks, App-Groups, CocoaPods, Swift package manager, RX-Swift, CFNetwork, Accelerate, Mac Catalyst, Various Analytic SDKs

Architecture & Patterns: MVVM (including MVVM-C), VIPER, Clean Architecture, SOLID, TDD, SDK Development, RESTful APIs, Mobile Architecture Solutions, OOP, Protocol-Oriented

Additional Skills: JavaScript/TypeScript, Angular, Docker, CI/CD, Django & Flask & Fast API (Python), Laravel (PHP), SQLAlchemy, MySQL, PostgreSQL, MongoDB, Git, GraphQL, FastLane, SQLite, Learning Kotlin-multiplatform

AI & ML Familiarity: PyTorch, Metal, Agents, n8n, Open WebUI, langchain, MCP, RAG, plus strong enthusiasm for LLMs to accelerate development

Collaboration & Leadership: Agile (Scrum), Pair Programming, Mentoring, Code Reviews, Cross-functional teamwork

Languages: Persian: Native English: Proficient German: Learning B2.2

EDUCATION AND TRAINING

Master's in Software Engineering

2013 - 2015

Azad Qazvin - Qazvin, Iran, Grade B

Thesis: A New Approach for Data Clustering Using Multi-layered learning cellular automata and compare it with the DBSCAN clustering algorithm

Bachelor's in Software Engineering

2007 - 2013

Science and Culture University - Tehran, Iran, Grade B

Machine Learning Bootcamp

2019

Certified by Stanford University, Coursera

WORK EXPERIENCE

Senior iOS Developer (shorter Bulet points)

Nov 2020 - Feb 2025

Enote GmbH, Berlin, Germany

Intelligent Sheet Music

- Developed PDF and digital music score viewer, printed version score viewer, and annotation functionalities across all types.
- Implemented AI-assisted bitmap layers for printed versions and music notes editor for our proprietary digital score format, optimized for all Apple devices, including macOS, using Catalyst to leverage UIKit.
- Wrapped and ported 2 C++ libraries for rendering digital format and audio tools to Swift-based projects.
- Designed and implemented a robust download service prioritizing music score formats and bundles based on user behavior.
- Engineered modular, scalable services and SDKs to enhance mobile-first, offline app functionality.
- Refactored legacy code, designs, and services to enable new features, enhance app performance, and improve testing quality.
- Integrated multiple analytics frameworks to capture detailed user behaviors, including Amplitude, in collaboration with Marketing and Sales teams.
- Optimized app performance using async-await and actor, combine.
- Actively contributed to architectural discussions, process improvements, and development decisions.
- Developed features leading to a [€20M pre-Series A investment](#) from the [European Innovation Council](#) and [Dieter von Holzbrink](#) Ventures.

Senior Full-stack developer

Jan 2016 - Oct 2020

Tose'e Fanavari Ding, Tehran, Iran

Cloud attendance, Personio-style application

- Played a key role in both iOS and backend development, participating in the entire lifecycle from analysis through testing.
- Supported and guided 2 junior iOS engineers, fostering rapid knowledge growth in the Apple ecosystem and best practices, resulting in a 250% increase in their efficiency within the first year.
- Assisted in establishing and maintaining the CI/CD pipeline for iOS applications, ensuring smooth beta and production releases.
- Developed and launched over 10 applications for Ding Holding and its business partners in the native iOS platform, Flutter, Ionic, and native Android, as mentioned below.

Full-stack developer

Jan 2015 - Oct 2016

DPM, Tehran, Iran

- Developed websites and mobile solutions for European clients with branches in Leon and Tehran.
- Utilized a diverse tech stack including Laravel, Django, PHP, Python, MySQL, PostgreSQL, NoSQL, Angular, Bootstrap, and WordPress to deliver innovative digital solutions.

PROJECTS

Ding Plus

- Developed the main in-house app for online attendance and reporting using BLE and cloud-based architecture, enabling phone-based attendance via location services or custom Ding devices.
- Solely created the first version in Objective-C, utilizing MVC, AFNetworking, PromiseKit, Notification Service Extension, GoogleMaps, Fabric/Crashlytics, Masonry, and SQLite.
- Led the iOS team in reimplementing the app in Swift for Ding Plus, mentoring two mentees and one developer.
- Participated in backend meetings, contributing to API implementation with Python, Django, PostgreSQL, Memcached, Docker, Jenkins, and Swagger using a microservices approach.
- Helped with Android model layer and networking layer development.
- Key role in creating a groundbreaking iBeacon-powered attendance app used by over 4,000 businesses and 100,000 users.

Melo

- Collaborated with Iranian publishers to develop a Spotify-like music streaming app, achieving 100,000+ downloads in the first year.
- Integrated an embedded web server for easier library organization.
- Fully integrated with Apple Music API for in-app music playback.
- Custom-compiled and embedded VLC for OGG playback.
- Tech stack: Swift, RxSwift, RxCocoa, In-App Purchase, StoreKit, MediaPlayer, Embedded Web Server, App Group, Action Extension, Coach Mark, Push Notifications, Dynamic Libraries, Taglib C++, GRDB.Swift, SQLite, HTML, CSS, JS, Angular.js, Restful API, and PHP Lumen backend.

Adimo

- Developed an advertisement platform using large screens in malls, chain stores, and pharmacies.
- Controlled TV commands using Raspberry Pi
- Developed both Raspberry Pi software, backend services, and front admin panel.
- Implemented a pull-to-request approach for syncing ads and stats with the server via Python and an installed SIM card.
- Deployed 5,000 functional TVs across Tehran, Isfahan, and Rasht.