

Elsayed Ahmed

IOS Engineer

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 <https://github.com/iOSayedAhmed>

SUMMARY

iOS Engineer with **+4 years of experience** in the software industry. Highly organized and hard-working, with a proven track record in designing and developing robust iOS applications. Adept at building scalable solutions for diverse clients, including educational institutions and government bodies. **Passionate about continuous learning and growth**, seeking to gain further practical experience and advance in a high-level professional environment. Known for a **proactive approach, problem-solving skills**, and active contributions to technical communities.

WORK EXPERIENCES

Squadio, KSA · Full-time · Remote
iOS Engineer · Jan 2024 - Present



As an iOS engineer at Squadio, I am responsible for developing and enhancing the Telgani app, a cutting-edge car rental and booking platform. Telgani offers users the flexibility to rent or book cars with or without a driver, providing a seamless and user-friendly experience tailored to modern travel needs.

Project · Telgani.

[App Store Link](#)



- in my role, I am deeply involved in architecting the iOS side of the application using **SwiftUI** and **Combine**, adhering to the **MVVM design pattern** and **clean architecture principles**. The project is built using **Kotlin Multiplatform (KMP)**, so I have worked with Kotlin to understand how **logic can be shared between the Kotlin and iOS sides** of the application. This integration allows us to leverage shared logic across platforms while maintaining a native feel and performance for iOS users.

MisrTech · Cairo · Full-time · Hybrid
iOS Engineer · Jul 2022 - Jan 2024



- As an iOS Engineer at MisrTech Company, I played a key role in developing the Mwaslate Masr app, a comprehensive platform designed to enhance the public transportation experience. The app empowers users by providing real-time information on routes, enabling them to schedule trips and access an open trip planning platform, making commuting more efficient and user-friendly.

Projects:

Mwasalat Misr.



[App Store Link](#)

- In my role, I focused on implementing the app's core functionalities using **UIKit**, **Combine**, and the **MVVM design pattern**. This approach allowed us to create a seamless and intuitive user interface that meets the dynamic needs of our users. One of the standout features of the Mwaslate Masr app is the integration of **NFC technology**, enabling users to add and charge their Mwaslati cards effortlessly. This functionality also allows users to purchase tickets using their cards, streamlining the ticketing.

Midar.



- A key feature of the Midar app is its integration with **NFC technology**, which enables users to manage their Mwaslati cards easily. Users can add, charge, and purchase tickets using these cards, making the ticketing process more efficient and straightforward. Additionally, I **integrated the Fawry SDK** for iOS, allowing users to recharge their cards seamlessly through a trusted payment gateway, enhancing the convenience and usability of the app.



- As an iOS Engineer at Bluezone KW, I contributed to the development of **Monasba, Bazaar, and Hunter**, a suite of innovative **e-commerce applications** that empower users to buy and sell products with ease. These apps provide a versatile platform for purchasing new and used products.

Projects:



[Hunter](#)



[Monasba](#)



[Bazaar](#)

SOLXFY · Zagazig · Internship iOS Developer · Jul 2019 - Sep 2019



- Used Git version control system to manage codebase, **reducing code conflicts by 50%**.
- Utilized Auto Layout constraints for **responsive layouts** across **different Apple devices**.
- Collaborated with the backend team to ensure **smooth API communication**.
- Participated in Agile Scrum sprints.

KEY SKILLS

- IOS with Swift
 - MVVM-C, MVC
 - Real-Time (SignalR)
 - GCD, Modern Concurrency(Aync/Await)
 - InAppPurchase
 - CoreData, Keychain, UserDefaults local storage
 - APIs & get web content, Alamofire, URL Session
 - Knowledge of iOS SDK performance tools and optimization techniques.
 - Objective-C.
 - SwiftUI, UIKit, Xib, UI with Coding
 - Reactive programming(RxSwift, Combine)
 - Unit Testing
 - Solid principles, OOP, POP
 - coordinator - Singleton - observer - delegation
 - Factory - Dependency Injection
 - Mapkit, google Map
 - GitFlow, Agile

CERTIFICATIONS

- **IOS Development Introduction , CCIC.**
- **Modern Concurrency (Async/Await) , Udemy.**
- **Unit Testing , Udemy**
- **Agile with Atlassian Jira, Atlassian.**
- **SwiftUI Bootcamp , Udemy**

EDUCATION

Bachelor of Computer Science, Zagazig University
2016 - 2020

- Grade: Very Good.
- Project Grade: Excellent