

Ranjithkumar Matheswaran

iOS Engineer with 10+ years of experience architecting complex mobile applications for enterprise and consumer markets. Proven technical leader who has mentored development teams, collaborated on product strategy, and contributed to successful funding rounds. Specializes in creating engaging user experiences with advanced app ecosystems.

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PROFESSIONAL EXPERIENCE

Radius Agent - Technical Lead (iOS)

Apr 2018 - Present | Bengaluru, India

- Lead development of business and consumer apps with complex features including messaging, video/audio chat, social media, maps, and AI integrations
- Mentor iOS team through code reviews and drive architecture decisions, enforcing high quality standards
- Collaborate with C-suite on product strategy, directly contributing to Series B funding (\$80M valuation)
- Tech:** Swift, SwiftUI, TCA, MVVM, CI/CD, Combine, RxSwift

Unleash - Co-founder & Platform Engineer (iOS/Backend)

Dec 2016 - Feb 2018 | Bengaluru, India

- Co-founded on-demand pet healthcare management platform, handling engineering, sales and marketing
- Developed end-to-end iOS app and backend systems supporting both B2B and B2C applications

Perk.com / Corona Labs (now Solar 2D) - Mobile Engineer (iOS)

Jun 2015 - Nov 2016 | Bengaluru, India

- Built Appsaholic SDK for ad placement integrated with multiple game development platforms
- Developed iOS SDK plugins for ads, revenue, and social features
- Created Corona IDE with small team, serving community of 500K developers

Above Solutions Inc. - Software Engineer (iOS)

Dec 2014 - May 2015 | Bengaluru, India

- Developed Jiyo app using sensor data (gyroscope, location, screen luminosity, accelerometer) to deliver personalized health insights

StreetSmart (Base2 Media Works) - iOS Developer

Apr - Dec 2014 | Bengaluru, India

- Built iOS app leveraging CoreBluetooth, CoreLocation, and CoreData for in-store navigation
- Led product team during TATA ELXSI & NASSCOM incubation program

EDUCATION

Anna University, Chennai

Bachelor of Engineering - Electrical & Electronics

Aug 2010 - Apr 2014

TECHNICAL SKILLS

Programming: Swift, Objective-C, Lua

Frameworks: UIKit, SwiftUI, Combine, TCA, MVVM, MVC, CoreData, CoreLocation, MapKit, StoreKit, AVKit, Realm, RxSwift, Firebase, AWS Amplify

Tools & Practices: Xcode, Instruments, CI/CD (AppCenter, XCode Cloud), Fastlane, Cocoapods, SPM, Git, SOLID principles, Solar 2D, Box2D

Design: UX Research, UI Interaction Design, Information Architecture, Wireframing, User Stories, A/B Testing, Figma, Adobe XD

PUBLIC CONTRIBUTIONS & ACHIEVEMENTS

Contributions

- Contributed bug fix to [open-source 2048 game iOS Repository](#)
- Resolved critical bug in [Swift DateHelper library](#)

Achievements

- Winner: Venturesity (Skillenza) Perk.com hackathon
- Incubated at Tata ELXSI Incub@TE program (2014)
- Facebook Start - Batch 2014
- National rank holder: Unified Cyber Olympiad