Khalid Kamil

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LinkedIn | Github | Portfolio

iOS Software Engineer currently building an Apple Watch app at Pillars for 400,000+ users with a focus on SwiftUI, Test-Driven Development and Continuous Integration. Former App Store Growth Editor at Apple.

Work Experience

iOS Software Engineer | Pillars (startup) | London, UK | 07/2023 - Present

Privacy focused Muslim prayer times app with 400,000+ users worldwide | thepillarsapp.com

- Led watchOS app development to help users using SwiftUI and WidgetKit track their praying habits.
- Used Core Location to calculate local prayer times on-device to reduce reliance on paired the iPhone.
- Implemented persistent data storage with UserDefaults to store user preferences and habit tracking.
- Developed synchronised habit tracking using WatchConnectivity and Flutter Method Channels to enable two-way communication between iPhone and Apple Watch.
- Pushed bi-weekly Testflight builds to over 100 testers and translated feedback into feature specs.

App Store Editor | Apple | London, UK | 07/2021 - 07/2023

- Made the UK App Store team the largest publisher of In-App Event Today Stories globally (including the US) in the first year of availability by optimising workflows in editorial discovery and curation.
- Facilitated 6 live App Store Sessions for 800+ developers with 160+ questions answered on topics including In-App Events, Product Page Optimisation and Optimising Subscriptions for Success.

Projects

Test-Driven Image Feed Loader | Github Repository

- Increased unit testing speed by 10x by developing the networking module in a macOS framework target to remove the need for iPhone Simulators to load on every test run.
- Implemented a continuous integration (CI) pipeline using Github Actions to run end-to-end and integration tests when merging to the main branch. Presented CI status badge in the project repository.
- Used dependency diagrams, clean architecture, SOLID principles and memory leak detection in tests.

LittleLemon Restaurant App | Github Repository

- Built a restaurant food ordering app with Firebase authentication using SwiftUI for presentation, URLSession for networking, ingesting RESTful APIs and using CoreData for persistence and filtering.
- Utilised MVVM architecture and created a user interface based on design requirements set in Figma.

SwiftUI Mini Apps | 100 Days of SwiftUI | Github Repository

- Developed 16 mini-projects exploring different frameworks and technologies in SwiftUI. Including UIKit integration, animations, CoreImage, CoreLocation, MapKit, CoreData, CoreHaptics and Accessibility.

iOS Conversation Card Game | Github Repository | App Store Product Page

- Card game providing prompts for deep conversations using SwiftUI, MVVM and swipe animations.

Education

Bachelor in Aeronautical Engineering | University of Limerick, Ireland | 09/2016 - 06/2021

- GPA: 3.45 / 4.0 (Second Class Honours, 2:1)

Awards and Certifications

2024 | iOS Lead Essentials | Essential Developer
2023 | Meta iOS Developer Professional Certificate | Coursera
2020 | Introduction to Computer Science | Harvard CS50

Skills

Software: Swift | SwiftUI | CoreData | CoreLocation | URLSession | WidgetKit | WatchConnectivity | XCTest
Tools: Git | Github Actions | Continuous Integration (CI) | Test-Driven Development (TDD) | Accessibility | SOLID Principles | Behaviour Driven Development (BDD) | Accessibility