Mahmoud Fares Naguib

Senior Software Engineer

in LinkedIn Github

Portfolio

Summary

Senior Software Engineer at Careem/Uber with 8+ years of experience in Swift, SwiftUI, TCA, Objective-C, and iOSdevelopment. Expertise in building large-scale apps, collaborating with international teams, and delivering high-quality solutions. Proven track record of creating A+ products and seeking new challenges to continue driving innovation and excellence.

Professional Experience

Senior Software Engineer, Careem ☑

March 2024 - present | Remote, UAE

I developed new features using Kotlin Multiplatform **(KMP)**, enabling seamless integration between iOS and Android platforms. I was responsible for integrating complex business logic into both native iOS and Android applications, ensuring consistent functionality and performance across platforms. Additionally, I implemented custom build scripts to optimize the integration of KMP with iOS, streamlining the development process and enhancing crossplatform functionality.

Software Engineer, *Amwal* ☑

August 2023 – February 2024

Remote, KSA

As a Senior Software Engineer, I developed a Payment SDK from scratch using SwiftUI and MVVM, ensuring a seamless and robust integration for merchants. I integrated Apple Pay and built the SDK as an XCFramework, eliminating the need for merchants to add additional configurations. To streamline the integration process, I provided support for both CocoaPods and Swift Package Manager (SPM), making it easier for developers to integrate the SDK. I assisted clients throughout the SDK integration process, resolving any technical issues that arose and offering technical guidance and support. Additionally, I authored comprehensive technical documentation, providing clear instructions and examples to ensure easy adoption and successful implementation of the SDK.

I successfully built the application from scratch, implementing a Package Design Kit to standardize the management of colors, fonts, and custom components, ensuring consistent branding across the entire application. By utilizing SwiftUI, a modern UI framework by Apple, and The Composable Architecture (TCA), I designed and developed a highly user-friendly and maintainable interface. I modularized the app architecture, breaking it into smaller, self-contained units to improve both scalability and long-term ease of maintenance. Additionally, I engineered efficient API communication and data retrieval mechanisms, ensuring seamless and reliable data exchange between the app and the server. These efforts led to a visually appealing user interface, smooth promotions, and a robust, scalable codebase that significantly enhanced the user experience while supporting future growth.

Software Engineer, *Link Development*

December 2021 – August 2022 Cairo, Egypt

At the software house, I played a key role in building applications from scratch, including projects for major clients like Redbull and IHF. I utilized both UIKit and SwiftUI, implementing a variety of architectural patterns such as MVC, MVVM, and MVP to ensure flexibility and scalability in the applications. In addition to development, I was responsible for ongoing support, adding new features and resolving bugs to maintain the quality and functionality of these applications.

Software Engineer, Banque Misr

March 2020 – December 2021 Cairo, Egypt

I built a comprehensive banking application for Bank Misr from scratch, utilizing the MVVM (Model-View-ViewModel) architecture along with RX-Swift and the Coordinator pattern to ensure efficient data flow and navigation. To enhance the user experience, I developed a shared UI framework to maintain consistent colors and fonts across the app, ensuring a cohesive and visually appealing interface. I also created custom components, such as a radio button, drop-down list, search bar, and expiry date functionality, which streamlined banking operations and improved user interaction. Additionally, I conducted thorough code reviews to maintain a high-quality, maintainable codebase, adhering to best practices and project guidelines.

iOS Developer, SAT FINDER ☑

May 2018 - January 2020 | Cairo, Egypt

Designed and implemented mobile applications with robust offline database capabilities and real-time server integration for location services using sockets and Realm. Leveraged advanced development practices, including JSON data handling, UIKit, and Model-View-ViewModel (MVVM) architecture, to deliver high-performance iOS applications. Expertly managed the entire software development lifecycle (SDLC), employing tools like Xcode, SQLite, and design patterns to ensure scalability, maintainability, and seamless user experiences. Proficient in mobile application development, app store deployment, and crafting innovative solutions for complex iOS challenges.

iOS Developer, Cyan Digital House ☑ January 2017 – April 2018 | Cairo, Egypt Successfully migrated legacy applications from Objective-C to Swift, enhancing code maintainability, performance, and scalability. Utilized expertise in iOS development, including JSON data handling, UIKit, and Realm Database, to deliver seamless and efficient transitions while maintaining feature parity. Demonstrated proficiency in managing the Software Development Life Cycle (SDLC), employing Xcode for robust development and ensuring high-quality mobile applications. Adept at app store deployment and leveraging modern

Skills

development practices to create innovative and user-focused iOS solutions.

Proficient Skills: — Swift, RxSwift, MVVM, Coordinator, SwiftUI, Combine, Async/Await, TCA, Git, Git- | Flow, problem-solving, CI, CD, Fastlane, UI Tests, Unit Tests, Analytics, Logs Monitoring, Crashes | Monitoring, Agile, VIP, MVC, MVP, SOLID, Clean Architecture, Realm, Modern Concurrency, Redux, | State Machine, Design Patterns, Software Architecture, TDD, BDD, Scrum, Kanban, UIKit, Objective- | C, XCTest, XCUITest, HIG, Snapshot Testing • Soft Skills — Communication Skills, Time Management, Proactiveness, Leadership, Stakeholder | Communication, Organizational Skills, Ambitious • Familarities — Android (Kotlin), Puthon, Environment Management, UI/UX, Figma, Flutter

Education

Bachelor's Degree in Computer Science,
Ahram Canadian University ☑

November 2011 – July 2015 Cairo, Egypt

Certificates

Software Design and Architecture Specialization ☑

December 2024 – present

Currently studying the Software Design and Architecture Specialization to deepen my knowledge in designing scalable, maintainable, and efficient software systems. This program covers key concepts in system design, architecture patterns, and best practices for building enterprise-level applications. The specialization enhances my skills in modularization, scalability, and code maintainability, aligning with my goal to deliver high-quality software solutions and stay updated with industry trends.