

Mohamed Feituri

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Education

Colorado School of Mines

B.S. Computer Science | GPA: 3.26

12/2025

Golden, CO

Skills

Programming Languages: Swift, Objective-C, Kotlin, C, Java, Python, JavaScript

Frameworks/Technologies: SwiftUI, UIKit, Jetpack Compose, Android Studio, Xcode, Rest APIs, Firebase, Git/Github, Open AI API

Professional & Soft Skills: Scrum Experience (Agile methodology), Leadership, Team Collaboration, Problem Solving, Communication, Time Management, Project Planning

Projects

Beanify (iOS App) | [GitHub](#)

05/2025 – Present

Personal Project

Golden, CO

- Created an iOS app using the Spotify Web API to display users' top songs, artists, and genres across different time ranges.
- Implemented secure authentication with OAuth 2.0 (PKCE) and managed token storage using iOS Keychain.
- Applying SwiftUI for modern, reactive UI design, following a modular project structure inspired by Clean Architecture (Robert C. Martin) and usability principles from Don't Make Me Think (Steve Krug) for maintainability and user-friendly design.
- Project is ongoing, with features being iteratively improved based on personal exploration and feedback.

Whistle (Android App) | [Website](#)

01/2025 – 06/2025

CSCI 448: Mobile Application Development

Colorado School of Mines

- Developed a social video sharing app, enabling users to upload and share short form content.
- Built using Kotlin and Jetpack Compose with a TikTok style video feed UI showing profile, caption, and video playback.
- Integrated Firebase for authentication and Firestore for metadata storage, with Cloudinary handling scalable video hosting.
- Implemented profile picture upload and secure video deletion using Firebase Cloud Functions.

Relevant Experience

SoGnar Mountain Biking App (Field session)

08/2025 – Present

iOS Developer

Golden, CO

- Leading development of a client-facing iOS app from the ground up, focused on GPS ride tracking, route visualization, and rider profiles.
- Managing version control, sprint planning, and code reviews to ensure smooth team collaboration.
- Collaborating with stakeholders on UI/UX to deliver a minimal, user-friendly design while planning gamification features (achievements, leaderboards).
- Designing the app architecture using MVVM and SwiftUI for scalability and clean code practices, guided by Clean Architecture (Robert C. Martin) and usability principles from Don't Make Me Think (Steve Krug).
- Building interactive map features with MapBox/MapKit, including ride logging, route overlays, and offline support.