Mihaela Mihaljević

Senior iOS Architect & Developer

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Skills & Technologies

- **Languages:** Swift, Objective-C, GraphQL, OpenAPI, SQL
- **Frameworks:** SwiftUI, UIKit, AppKit, Combine, Vapor, Core Animation, Swift structured concurrency
- **Architectures:** MVC, MVVM, Composable Architecture (TCA), Component Architecture
- **Testing:** Unit Testing, TDD, XCTest
- **App Extensions:** Apple Watch, Widgets, Siri

Education

M.Sc. in Information and Speech Science
University of Zagreb, Faculty of Humanities and Social Sciences

Experience

Senior iOS Engineer - iOLAP, Rijeka, (Croatia), (Nov 2022 – Apr 2025)

Senior iOS Engineer – AI Chat SDK, (Jul 2024 - May 2025)

- Developed a cross-platform chat SDK for iOS and macOS using Swift and SwiftUI for AI chatbot.
- Implemented real-time messaging, speech recognition, and UI components with modern architecture patterns.
- Designed using modular architecture with 10+ local package handling UI styling, message management, socket communication, and speech recognition.
- Built with Combine for reactive programming, protocol-oriented design, and comprehensive testing infrastructure.
- Implemented platform-specific components with shared protocols ensuring consistent behavior.

Senior iOS Engineer – ZUMIEZ App, (Nov 2022 – Jul 2024)

- Worked on the [Zumiez Stash app](#) as a Senior iOS Engineer.
- Created Swift network client code generator from OpenAPI specs
- Refactored legacy applications & unit-tested critical components
- implementing a custom lightweight GraphQL client without external dependencies, featuring type-safe request handling, efficient query utilities and custom GraphQL schema parsing and sophisticated error management
- designed and implemented a modular filtering system with dynamic UI components, supporting complex data sorting and real-time updates

Senior iOS developer - Cherishing Studio SP (Sole Proprietor) Zagreb (Croatia), (August 2020 – November 2022)

Senior iOS developer - Budtz Innovation, August 2022 – November 2022)

- Refactored a large iOS app's UI and networking layer using modern Swift .
- Implemented MVVM architecture with clean separation of concerns,
- Built a comprehensive networking library with complete test coverage, and
- Organized code into feature-based modules.
- Improved code quality through proper formatting, linting, and testing infrastructure.

Senior iOS developer - Wheels-Up, (July 2019 – August 2020)

- https://apps.apple.com/us/app/birch-finance/id1159533933
- Modernized and refactored legacy Objective-C codebase to Swift, improving maintainability and reducing bugs by 45%
- Simplified login flow to enhance user experience and reduce authentication friction
- Developed custom UIKit components to improve app performance and user interface
- Created Swift package generating complete networking layers from OpenAPI specs (JSON/YML), reducing integration time by 70%

Senior iOS developer - ServicePal, (May 2019 – July 2019)

- Consulting services for http://servicepal.com
- Added custom features usingObjective-C, UKit
- Dynamic Content Framework Developer - Designed and implemented a template-based dynamic content creation system that allowed for real-time content generation and updates without requiring app redeployment, increasing development efficiency by 35%

Freelance Senior iOS developer for a client (Masinerija d.o.o., Zagreb Croatia), (November 2018 - May 2019)

Senior iOS developer - Huxly App. (January 2019 - May 2019)

- https://itunes.apple.com/us/app/huxly-brief-factual-news/id1317721937?ls=1&mt=8
- Added many functionalities and new screens in the app
- Home Screen.
- Login / Sign up / Forgot password screens (dynamic form screens)

- Demographics screens (dynamic radio control screens).
- Filter screen.
- Sharing functionality.
- https://www.huxlynews.com

Senior iOS developer - Birthdayrama App. (November 2018 - January 2019)

- https://apps.apple.com/my/app/birthdayrama/id1466195825
- Refactored the whole app.
- Made a form factory for the app uses many screens with input fields.
- Used the newest AutoLayout best practices.

Mid iOS Developer (Remote) – PURCH, New York City (USA), (February 2015 - October 2018)

iOS Developer – Shopsavvy App, (February 2016 - October 2018)

- https://itunes.apple.com/us/app/shop-savvy-barcode-scanner/id338828953?mt=8
- Swift, UIKit
- Worked on parts of the app that include: barcode scanning, QR code scanning and creation, general bug fixing

iOS Developer – QR Code Reader and Scanner App, (February 2017 - October 2018)

- https://itunes.apple.com/us/app/qr-code-reader-and-scanner/id388175979?mt=8
- Objective-C, UI in code
- QR code scanning and creation

iOS Developer – Consumr App, (February 2015 - January 2018)

- https://itunes.apple.com/us/app/consumr-reviews-product-barcode/id519874080
- Adapting existing client application for iOS 8
- Implemented detailed Gap analysis for the application including iOS frontend and REST API backend differences.
- Implemented custom UI design code (from design sheets).
- REST API implementation.
- Used Core Animation, Auto Layout, AFNetworking, Push notifications.
- Additional tools used: PaintCode, Sketch, Scrivener, HockeyApp.
- https://www.imore.com/purchx-rolls-together-product-reviews-comparisons-and-shopping

Freelance Mid iOS developer, Zagreb (Croatia), Token d.o.o., (June 2014 – February 2015)

iOS Developer – Christian Resources, (October 2014 - February 2015)

- https://itunes.apple.com/us/app/bible-study-tools-christian/id600610494?mt=8
- Universal iOS app (iPhone and iPad), for a client through ODesk.
- Developed the application(100%).
- Created design in Sketch and implemented it in the application, dynamic UI for iPhone 4, iPhone 5, iPhone 6, iPhone 6 Plus and iPads.
- Used Core Animation, Auto Layout, AFNetworking, remote audio streaming.
- Client changed parts of the UI afterwards.

iOS Developer – Whatt - social network, (July 2014 - October 2014)

- https://itunes.apple.com/us/app/whatt/id739776660?ls=1&mt=8
- iOS app for social network
- Added features to the app: custom UITextView with links and tagging functionality, custom UI in code.

iOS Developer – Kindergarten - iPhone app (cancelled), (Jun 2014 - July 2014)

- iOS app for Croatian company, for managing kindergartens.
- Developed 90% of the app.
- Designed REST APIs and implemented it in the app.
- Implemented custom UI design code (from design sheets).
- Used Core Animation, Auto Layout, Cocoapods.

Junior iOS developer, Zagreb (Croatia), (September 2013 - June 2104)

Coachlette App, (May 2014 - June 2014)

- Custom app for a personal trainers and coaches.
- Objective-C, AFNetworking

Blade Soho App, (January 2014 - May 2014)

- https://itunes.apple.com/us/app/blade-soho/id895751630
- Custom app for one of leading London hair salons http://www.bladesoho.co.uk
- Objective-C, AFNetworking, REST services, Cocoapods.
- Implemented custom UI in code (from design sheets),

wogibtswas.at App, (December 2013 - January 2014)

- https://itunes.apple.com/de/app/wogibtswas.at-aktionen-angebote/id771962700?mt=8
- wogibtswas.at, Austria's biggest "what's on offer" portal.
- Objective-C, AFNetworking, REST services, Cocoapods
- Custom UI design in code

Josip Broz Tito iPAD App, (September 2013 - December 2013)
https://itunes.apple.com/us/app/josip-broz-tito/id803115184?mt=8

- iOS (iPad) book application about the life of Josip Broz Tito.
- Objective-C, Cocoapods
- Implemented custom UI in code (from design sheets),.
- CoreText custom page layouts

Languages

- Croatian (Native)
- English (Fluent)