

# BEN HMIDA MOHAMED

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## OBJECTIVE

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Software Engineer with 4+ years of experience in iOS development using Swift (UIKit, SwiftUI), seeking full-time iOS Software Engineer roles. Proficient in designing, building, and maintaining iOS applications with a focus on user experience and performance optimization. Eager to contribute to a dynamic team in delivering innovative solutions.

## EDUCATION

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**Professional Master in Embedded Systems**, Higher Institute of Computer Science and Multimedia of Gabes  
2021 - 2023

**Bachelor's Degree in Embedded Systems and Mobile**, Higher Institute for Technological Studies of Medenine  
2014 - 2017

## CERTIFICATION

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**BackBase iOS Developer Certificate**

August 2024

**Scrum Fundamentals Certified (SFC)**

January 2022

<https://www.scrumstudy.com/certification/verify?type=SFC&number=892495>

## SKILLS

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<b>Technical Skills</b>	iOS (Swift, SwiftUI), Flutter (Dart),
<b>Mobile</b>	Combine, RxSwift, Resolver, SwiftUI, UIKit, BLoc,Getx
<b>CI/CD</b>	GitHub Actions , Fastlane, Jenkins
<b>SDK's</b>	Firebase, BackBase, Agora Chat, Comet Chat, Zego Cloud
<b>cDatabases</b>	CoreData, SQLite, MySQL
<b>Tools &amp; IDE</b>	Git, Github, GitLab, Xcode, Android Studio, VS Code, IntelliJ, Eclipse
<b>Operating Systems</b>	Windows, macOS, Linux/Ubuntu, Raspbian
<b>Methodologies</b>	Agile, Scrum ,Kanban
<b>Architectures</b>	MVC, MVVM, VIP, Clean Architecture

## EXPERIENCE

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**iOS Developer : One Tech Business Solutions**

Jun 2024 - Present

**Project:** Libyan Islamic Bank, DIGITAL LIB Corporate : Business Banking App

*Ariana, Tunisia*

APP STORE LINK: [HTTPS://APPS.APPLE.COM/US/APP/DIGITAL-LIB/ID6757910485](https://apps.apple.com/us/app/digital-lib/id6757910485) .

- Leading the onboarding phase by integrating the Backbase SDK and configuring the ModelBank to set up the foundation of the app .
- Driving the adopt phase by customizing and configuring out-of-the-box (OOTB) Backbase journeys to meet specific client requirements.
- Building custom banking journeys following Clean Architecture and SwiftUI.
- Managing app distribution via AppCenter ,Firebase App Distribution and AppStore and streamlining deployment with GitHub Actions and Fastlane.
- Implemented mobile security features including jailbreak/root detection, anti-hooking and anti-debug protections, tamper resistance , and SSL pinning

Technologies used: *iOS(Swift), UIKit, SwiftUI, Xcode, BackBase SDK, Firebase SDK , AppCenter, Firebase App Distribution ,VIP, Resolver, TestFlight, AppStore, SwiftLint, SonarQube, Fastlane, Github Actions*

**Project:** Libyan Islamic Bank, DIGITAL LIB : Retail Banking App

APP STORE LINK: [HTTPS://APPS.APPLE.COM/US/APP/DIGITAL-LIB/ID6737797097](https://apps.apple.com/us/app/digital-lib/id6737797097) .

- Leading the onboarding phase by integrating the Backbase SDK and configuring the ModelBank to set up the foundation of the app .
- Driving the adopt phase by customizing and configuring out-of-the-box (OOTB) Backbase journeys to meet specific client requirements.
- Building custom banking journeys following Clean Architecture to meet client requirements.
- Managing app distribution via AppCenter ,Firebase App Distribution and AppStore and streamlining deployment with GitHub Actions and Fastlane.
- Ensuring code quality using SwiftLint and SonarQube.

Technologies used: *iOS(Swift), UIKit, Xcode, BackBase SDK, Firebase SDK , AppCenter, Firebase App Distribution ,VIP, Resolver, TestFlight, AppStore, SwiftLint, SonarQube, Fastlane, Github Actions*

**iOS Developer : Phylia Technology**

Jun 2022 - May 2024

**Project:** SNTAT: Entertainment Application

*Medenine , Tunisia*

- Developed scalable MVVM architecture with Combine for efficient state management .
- Integrated key third-party SDKs via CocoaPods and SPM
- Enabled group voice chat in chatrooms module using VoIP and real-time communication SDK's.
- Enhanced media delivery in the social network module through compression, format conversion, and buffered streaming with caching and preload.
- Developed multiplayer games module with real-time features .
- Implemented a native C library to consume APIs securely with low-level encryption.
- Enhanced performance through memory optimization and concurrent task handling using Grand Central Dispatch (GCD).

Technologies used: *iOS(Swift), SwiftUI, UIKit, Xcode, CocoaPods,Swift Package Manager (SPM), Firebase SDK, Crashlytics, Analytics, TestFlight, Facebook SDK, Google Sign-In, Agora.io SDK, AVFoundation ,CometChat SDK , ZegoCloud SDK, VLCKit , CoreData, Combine, AlamoFire, GCD*

**Project:** ASWAN: Online commerce and wholesale app

APP STORE LINK: [HTTPS://APPS.APPLE.COM/US/APP/ASWAN-/ID6741357149](https://apps.apple.com/us/app/aswan-/id6741357149) .

- Developed scalable MVVM architecture with Combine for efficient state management .
- Consuming RESTful web services in JSON format for API processing.
- Using CoreData for efficient data persistence.
- Integrating Crashlytics and Analytics SDKs for crash detection and quality assurance.
- Linking UIKit views in SwiftUI using Coordinator and UIViewRepresentable.
- Publishing apps to TestFlight for testing and distribution.

Technologies used: *iOS(Swift),SwiftUI,UIKit, Xcode, Firebase SDK, Crashlytics, Analytics TestFlight,Coordinator, Git, CoreData ,Combine,AlamoFire*

## Mobile Developer : Ilef Info Services (DB Consulting)

Sept 2021 - Jun 2022

**Project:** Cashcom: B2B App Design with Flutter

Medenine , Tunisia

- Designing and building project architecture and database structure.
- Creating UI components and animations with Flutter.
- Developing API interactions using RESTful services in JSON format.
- Managing project documentation and UML modeling.

Technologies used: *Flutter, Dart, PostgreSQL, Git, JIRA, Confluence, VSCode, API, Scrum, MVC, GetX, Fingerprint Authentication, Android Studio*

**Project:** Ilef Info Services App :Designing and building Company app with Flutter from scratch

GOOGLE PLAY STORE LINK: <https://play.google.com/store/apps/details?id=TN.ILEFINFO.ILEFINFO> .

- Analysis and specification of needs.
- Modeling the different requirements in UML .
- Contribute to project documentation and conception.
- Creating Components Animations.
- Testing And Publishing the application in the Google Play Store.

Technologies used: *Flutter, Dart, Git, JIRA, Confluence, VSCode, Android Studio, GoogleMaps API*

**Project:** Designing and building a restaurant app with IOS from scratch

- Analysis and specification of needs.
- Modeling the different requirements in UML .
- Contribute to project documentation and conception.
- Consumption of REST web services in JSON format for API processing.

Technologies used: *iOS(Uikit), Xcode, Git, JIRA, Confluence, Github, Swift*

## PROJECTS

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**Seekers: Outdoor Adventure Planning Application** (Freelance, 2024).

Designed and developed a cross-platform mobile application and deployed the backend services.

App Store: <https://apps.apple.com/app/id6753112621>

Google Play Store: <https://play.google.com/store/apps/details?id=com.seekras.tn>

Technologies used: *React Native, Express.js, TypeScript, Cloudinary, JWT Authentication, Google Sign-In, Firebase, Crashlytics, Facebook SDK, Socket.IO, Expo, Mongo DB, Docker.*

**Kalonet: Health and Wellness Application** (Freelance, 2024). Conducted requirements analysis, modeled system requirements using UML, implemented Clean Architecture, consumed RESTful web services, and led team task coordination.

Technologies used: *Flutter, Dio, GetX, Clean Architecture, Dependency Injection, WidgetKit.*

**Flutter Rent Car Web Application** (Freelance, 2024). Conducted needs analysis, modeled requirements using UML, implemented Clean Architecture, consumed RESTful web services, and led team tasks.

Technologies used: *Flutter, Dio, Getx, Clean Architecture, Dependency Injection.*

**HLPro Mobile** (Freelance Jun 2023). **End of Year Project:** Implementation of an intelligent system based on generative models for optical fiber patchcord testing. Developed a deep learning pipeline for patchcord quality prediction using CNN models trained on datasets generated via DCGAN. Designed and deployed a Raspberry Pi-based inference system with a mobile application for real-time result visualization.

Technologies used: *Flutter (Dart), Flask (Python), DCGAN, CNN, VGG16, VGG19, MobileNetV2, TensorFlow, Keras, TFLite, OpenCV, MQTT, Raspberry Pi.*

**Facial Recognition Pointing System** (Freelance, 2021). Developed an iOS application and Raspberry Pi-based facial recognition system to automate employee attendance tracking. Designed the application architecture and implemented secure communication between the mobile app and the embedded system. Integrated computer vision and Google Text-To-Speech Model to authenticate employees and provide audio feedback.

Technologies used: *iOS, Swift, OpenCV, Python, gTTS, Raspberry Pi, MySQL, SSH.*

**Flutter Water Pump Control Application** (Freelance, 2024). Gathered specifications, implemented the MVC pattern, and integrated Firebase for real-time control of relays and sensor data processing.

Technologies used: *Flutter, Dio, Firebase, ESP32, Arduino IDE.*

**Flutter Robot Arm Control Application** (Freelance, 2024). Built an app for controlling a robot arm using Bluetooth and the MVC pattern.

Technologies used: *Flutter, Getx, ESP32, Arduino IDE.*

**Facial Recognition Pointing System** (Freelance , 2021). Developed an Android app and Raspberry Pi-based facial recognition system to track employee attendance. Integrated OpenCV and Python scripts for authentication.

Technologies used: *Android, Java, OpenCV, Python, Raspberry Pi.*

**Heartbeat and Body Temperature Observation System** (Freelance, 2021). Created an Android app to display sensor data from a heartbeat and temperature monitoring system, communicating via Bluetooth.

Technologies used: *Android, Java, ESP32, AD8232, DS18B20.*

LANGUAGES

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Arabic	Maternal
French	Intermediate
English	Intermediate