

# Mustafa Bekirov

## iOS Software Engineer

Accomplished iOS developer with 4 years of experience in creating innovative mobile applications. Proficient in Swift and SwiftUI, with a strong track record of designing, developing, and maintaining robust iOS solutions.



### CONTACT

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#### Location:

Prague, Czech Republic

#### Website:

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#### GitHub:

<https://github.com/mustafos>

#### LinkedIn:

[in/mustafabekirov/](https://www.linkedin.com/in/mustafabekirov/)



### SKILLS

#### Tools & Technologies

- Swift, UIKit, SwiftUI, SpriteKit, Combine
- MVP, MVVM, TCA, Clean Architecture
- UserDefaults, CoreData, Realm, Keychain
- REST API, URLSession, Alamofire, Moya
- GCD, OperationQueue, Concurrency
- AppsFlyer, Amplitude, Firebase SDK
- StoreKit, In-App Purchases, AdMob
- Git, GitLab, Bitbucket, Jira, Slack
- Xcode, CocoaPods, SPM, Figma
- OOP, SOLID, DRY, KISS, YAGNI

#### Languages

English (B2) • Czech (B2)

Ukrainian (Native) • Russian (Native)



### Experience

#### GlobalTech • iOS Software Engineer Contract

May 2024 – Present

Spearheaded the development of a high-performance mobile application, utilizing **TCA (Redux)** to ensure scalability and maintainability. Developed custom UI components, animations, and responsive layouts for smooth user interactions across various devices. Enhanced data security by implementing encryption and secure storage for sensitive user data. Integrated third-party APIs for push notifications and analytics to boost user engagement. Improved team workflows by introducing **GitFlow**, automated code reviews, and **CI/CD** pipelines with GitHub Actions

#### Dogtown Media • iOS Engineer. Full-time

Apr 2023 – May 2024

During the development of Habit Tracker and Nutrition for Welly, and Heart Health for Pulse Measure, architected scalable **Core Data** models, improving database read/write performance by 20.3% based on internal profiling benchmarks. Optimized UI responsiveness using **SwiftUI** and **MVVM+C**, cutting load times by 28.6% across main flows. Integrated audio and video playback features for seamless media experiences.

#### The MASCC • iOS Developer Contract

Apr 2020 – Mar 2023

Led the development of a commercial app, optimizing performance by 15% and enhancing UI with **UIKit**. Developed interactive mini-games using SpriteKit to boost engagement. Managed **Core Data** and **Realm**.



### Portfolio

#### GitHub Contributor

Contributed to open-source projects, focusing on complex UI development and improving application performance.

#### Medium Editor & Writer

Author of articles on technology, focusing on iOS development and software engineering best practices.

#### App Store Developer

Published DriverPro, an education app with 5k+ downloads



### Education

#### Stanford Online Course

2022

CS193p Developing Apps for iOS

#### Harvard Online Course

2021

CS50's Computer Science

#### Lviv Polytechnic National University

2021

Public administration