

# George Amoah Boahene

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## Software Engineer

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## Summary

iOS Software Engineer with 4+ years building consumer health & productivity apps. Strong experience with HealthKit, Core Motion, SwiftUI charts, and modern concurrency (Combine + async/await). Comfortable owning features end-to-end, architecture, implementation, testing, accessibility, and App Store delivery.

## SKILLS

**Programming Languages** Swift, C, Python, JavaScript.

**Development Platforms** Apple Platforms, Vapor, Node.js, PostgreSQL, MySQL, MongoDB, Firebase, Git

**Apple-Specific Skills** SwiftUI, UIKit, AppKit, Swift Concurrency, Combine, Core Bluetooth, Core Data, Xcode Instruments, XCTest, Composable Architecture (TCA), Swift Package Manager, CocoaPods

## EDUCATION

**Kwame Nkrumah University of Science and Technology (2015) Major: Electrical/Electronics Engineering(B.Sc.)**

## EXPERIENCE

### Mobile Realm | iOS Software Engineer | November 2021 - Present

- Perform code and API reviews across all iOS engineering teams
- Led a four-person development team responsible for user networking features throughout the product
- Review Apps for user experience issues, reproducing bugs, and resolving them.
- Rewrote and modernized the internal software development onboarding flow, documentation, and resources
- Play a key role in migrating architecture to Combine, Swift Package Manager, and Composable Architecture

### Zipline | Flight Operations Engineer | July 2019 - October 2021

- Flight Operations.
- Build/Assemble Battery packs for Unmanned Aerial Vehicles.
- Perform routine and non-routine maintenance on Li-ion battery packs.
- Maintenance of aircraft and ground systems.

### D'Appolonia JV | Electrical Engineer(intern) | September 2018 - June 2019

- Training on Programmable Logic Controllers(Siemens).
- Reading and interpretation of piping and instrumentation diagrams.

### ES Emizon | Field Application Engineer | October 2016 - August 2018

- Assist customers in designing and optimizing security systems, including access control, surveillance, and intrusion detection.
- Handle commissioning, troubleshooting, maintenance, and upgrades of installed security systems.

### Nestlé | Electrical Engineer | September 2015 - August 2016

- Installation of Electrical and Mechanical Equipment according to the manufacturer's manual.

- Performed risk assessment analysis for jobs on-site.
- Oversaw routine maintenance tasks and kept detailed records.

## PROJECTS

**SleepWave** An iOS app built with UIKit, SwiftUI, and HealthKit that employs contactless motion-sensing technology to help users unwind, monitor sleep stages, and identify potential sleep issues for a more restful and insightful night's sleep.

**MirrorType** An iOS and iPadOS keyboard app built with SwiftUI, UIKit, Combine, and CloudKit that lets friends send fun, upside-down (mirrored) text instantly between devices for playful messaging and surprise conversations.

**Lead the Way** An indoor navigation iOS app for the visually impaired, written in Swift using Core Motion and custom algorithms requiring no GPS or external devices, using a Vapor backend (Senior Design project)

**Plus Plus** A counter app for watchOS using SwiftUI, Combine, watch complications, and local storage

**Fury Frenzy** A collection of retro games for iPhone, iPad, and Mac built using SwiftUI and UIKit

**Taipu** A SwiftUI watchOS Pokémon type checker app with haptic feedback and Digital Crown integration

**Buddy** A privacy-first peer-to-peer messaging app for iOS built with SwiftUI, enabling seamless communication via Bluetooth and Wi-Fi when the internet is unavailable.

## COMMUNITY

**Involvement** Mentor for [Underdog Devs](#), [Hacking With Swift](#)

**Open-Source** [Swift Algorithm Club](#) (Swift), [Xi Editor](#) (macOS)