

SID ZHANG

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Melbourne

PROFILE

Experienced Senior iOS/macOS Engineer with 15 years of hands-on development in Swift and Objective-C. Designs scalable architectures and delivers high-quality native applications. Proven track record of solving complex technical challenges with clean, maintainable solutions. Passionate about continuous improvement and staying up to date with modern Apple development practices.

EXPERIENCE

Senior iOS Engineer, Swann Communications, Melbourne — 2021 - Present

Optimised the codebase, reducing it from 120K to 40K lines and cutting external dependencies from over 50 to fewer than 10, resulting in better performance and easier maintenance. Also migrated core UI components from UIKit to SwiftUI, modernising the tech stack.

Senior macOS Engineer, QSR International (Lumivero), Melbourne — 2020-2021

Maintained and modernised a more than 10-year-old Objective-C/C++ mixed macOS project, improving stability and long-term maintainability.

Senior macOS Engineer, Evernote, China — 2018 - 2019

Developed new features and system components on a mature macOS codebase, enhancing performance and functionality.

iOS Engineer, ChinaSo, China — 2013-2018

Led development of new iOS apps from scratch. Migrated legacy Objective-C codebases to Swift while implementing modern architecture practices.

Intern → iOS Engineer, Tripadvisor, China — 2011-2013

Helped build the mobile department and iOS app from the ground up.

EDUCATION

Yantai University, China — Bachelor of Computer Science and Technology, 2012

SKILLS

- Languages: Swift, Objective-C
- Frameworks: SwiftUI, UIKit, AppKit, Foundation
- Architecture: MVVM, MVC
- CI/CD: Xcode Cloud, Jenkins, Bitbucket pipeline
- Tools: Git, Jira, Instruments
- Package Managers: Swift Package Manager
- Other: Agile/Scrum, visionOS development, integrating LLMs (e.g. ChatGPT APIs)

LEARNING

- os 26, Liquid Glass
- Swift 6, StoreKit2, Foundation Models Framework

OTHERS

- Basketball, PingPong
- Parkrun, GVBR