


Kirlos Yousef *Senior iOS Engineer*

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 Egypt (EEST) | Open to Remote (B2B/EOR) or Relocation (Visa Sponsorship)

Senior iOS Engineer with 5+ years of experience shipping 10+ production apps across consumer and enterprise domains. Strong in Swift, SwiftUI, UIKit, Swift Concurrency, offline-first architecture, and performance optimization, with hands-on experience building AI-powered mobile features and scalable SDKs. Proven track record improving app reliability, delivery speed, and system performance across real-world production apps.

TECHNICAL SKILLS

Languages & Core: Swift, Swift Concurrency, Actors, Combine, Objective-C, Core Data, SwiftData

Architecture: Clean Architecture, MVVM-C, SPM modularization, system design, offline-first patterns


UI & Platforms: SwiftUI, UIKit, WidgetKit, Live Activities, Dynamic Island, watchOS, AVKit, StoreKit 2, Accessibility

Quality & Performance: XCTest, XCUITest, snapshot testing, Instruments, LLDB, CI/CD, Xcode Cloud, Datadog


Integrations: REST, GraphQL, Firebase, Supabase, Stripe, Apple Pay, EventKit, WatchConnectivity, AVFoundation

AI & Automation: LLM tool-calling, SSE, OpenAI, Gemini, Vision, Whisper


WORK EXPERIENCE

iOS Tech Lead, Sellou - Consumer App Studio & AI Incubator  02/2025 – Present
Utah, United States (Remote)

- Spearheaded iOS strategy across multiple apps and built CI/CD pipelines that cut release cycle time by 50%
- Architected and launched **Spooking** (an OpenClaw AI agent app) using a modular SPM architecture
- Engineered real-time AI chat via Server-Sent Events and bridged LLM tool-calling payloads to native iOS EventKit, enabling the assistant to manage calendars and reminders
- Built **Plot My Calories** from 0 to 1 using OpenAI Vision and Swift Actors, offloading processing to maintain 60fps
- Architected a V2 video engine for **Sellou** app with AVKit and HLS, reducing playback start time by 40% and bundle size by 20% through On-Demand Resources

iOS Team Lead, Iomob - B2B Mobility-as-a-Service Platform  02/2024 – 02/2025
Barcelona, Spain (Remote)

- Led 5 iOS engineers to ship 2 enterprise apps used by thousands, maintaining a crash-free rate above 99.9%
- Improved delivery velocity and reduced technical debt through automated CI and standardized code reviews
- Delivered the **LNER** app with Stripe tokenization for PCI-compliant payments, cutting checkout time to under 8 seconds and reducing trip-planning wait times by 35%
- Launched **BrightBike** with offline-first map clustering and local receipt generation for low-connectivity use cases

iOS Engineer, Iomob - B2B Mobility-as-a-Service Platform  02/2021 – 02/2024
Barcelona, Spain (Remote)

- Engineered the core iOS Mobility SDK used by Ford and Renfe, normalizing data from 10+ providers and reducing integration time from weeks to under 2 days
- Optimized a synchronization engine handling multiple provider streams while maintaining 60fps scroll performance
- Achieved 90%+ coverage on core SDK logic and zero critical crashes through comprehensive unit and UI testing

PROJECTS

RaceMe | iOS/watchOS  , *Competitive Social Running App*

- Built a hybrid real-time multiplayer engine using Firestore and BrainCloud RTT for low-latency race synchronization
- Developed a fault-tolerant background location service that handled OS suspension during locked-screen tracking
- Implemented bidirectional WatchConnectivity to sync high-frequency telemetry between iOS and watchOS
- Shipped Live Activities and Dynamic Island integrations for real-time race progress

Revera AI | iOS/iPadOS  , *Intelligent Voice Recorder & AI Transcriber*

- Architected a fault-tolerant transcription engine using SFSpeech and Whisper with offline failover
- Reduced upload usage by ~80% by downsampling audio from 44.1kHz stereo to 16kHz mono in real time
- Built SwiftData persistence that handled interruptions, recovery, and disk space monitoring

EDUCATION

B.S. Computer Science, University of Debrecen 2017 – 2020 | Debrecen, Hungary

- Valedictorian | Graduated with highest GPA in cohort | Fully Funded Scholarship