

Kirlos Yousef

iOS Software Engineer

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Experienced iOS Software Engineer with 5 years of expertise, including 3 years remotely developing mobility solutions at Iomob. Led significant iOS projects in the UK and the US, such as LNER Door to Door and BrightBike. Successfully developed a robust iOS SDK for global marketplace integration. Proven ability to enhance app stability, UI/UX, and overall quality – always prioritizing the user experience.

PROFESSIONAL EXPERIENCE

- iOS Software Engineer**, *Iomob - The Internet of Mobility* [🔗](#) Feb 2021 – Feb 2024
Barcelona, Spain (Remote)
- Developed an iOS SDK for global mobility integration
 - Collaborated with clients, building tailored iOS apps with our SDK integrated
 - Implemented rigorous testing, delivering high-quality bug-free apps
 - Emphasized apps stability, quality, UI, and user experience enhancements
- Database Systems Teaching Assistant**, *University of Debrecen* Feb 2019 – Jun 2019
Debrecen, Hungary
- Taught Oracle SQL to a class of 20 students
 - Conducted assessments, administered tests, evaluated comprehension
 - Offered personalized guidance, addressing individual concerns
 - Achieved a 90% pass rate, reflecting students' strong understanding

EDUCATION

- B.S. Computer Science**, *University of Debrecen* 2017 – 2020
Debrecen, Hungary
- Fully funded scholarship
 - Highest GPA of the class

PROJECTS

- LNER Door to Door - (London North Eastern Railway)**, 2022 – 2023
Plan journeys to and from stations – taxis, parkings, and e-scooters bookings! [🔗](#)
Mapbox, Stripe, Kanban, Microservices, Crashlytics, Alamofire, Google Sign-In
- Integrated geolocation and navigation services for precise travel assistance
 - Designed a user-friendly interface aligned with provided prototypes
 - Enabled travelers to customize their plans, ensuring a seamless experience
 - Elevated the app with smooth booking experience for a complete travel solution
- BrightBike - (Brightline)**, *Seamless urban mobility solution offering app-driven bike rentals, real-time tracking, secure payments, and an intuitive user experience.* [🔗](#) 2021 – 2022
- Implemented Stripe for secure, frictionless payments with robust encryption
 - Leveraged Mapbox for sophisticated, data-rich mapping, enhancing user navigation
 - Meticulously crafted UI aligned with prototypes for a visually intuitive design
 - Engineered every aspect to ensure a flawless, intuitive user journey
- RaceMe!**, *SwiftUI global running competition app uniting athletes worldwide through exhilarating challenges and interactive features.* [🔗](#) 2019 – 2020
Firebase, BrainCloud, Facebook SDK, In-App Purchase, Sign in with Apple, Core Location, Remote Notifications, SPM, MVVM
- Developed a robust system for engaging user experience with leveling, stats, and milestones
 - Enabled interactive features: friend connections, chats, dynamic leaderboards
 - Programmed BOT players with realistic competition speeds
 - Implemented secure authentication, prioritizing user data safety
- IOM SDK - (Iomob)**, *Mobility-as-a-Service (MaaS) Swift SDK* [🔗](#) 2021 – 2023
- Utilized microservices architecture for creating modular and scalable solutions
 - Ensured seamless client integration, highlighting strong interpersonal skills
 - Collaborated with the team using Kanban for efficient task management

KEY SKILLS

Swift, Objective-C, UIKit, SwiftUI, Cocoa Touch, Multithreading, Xcode, Git, CocoaPods, Swift Package Manager, SDK Development, Networking, Third-party APIs and SDKs, RESTful APIs, Unit testing, TDD, XCTest, XCUITest, Accessibility, Localization, Auto Layout, MVC, MVVM, Core Data, Core Location, Notifications, App Store Submission Process, UI/UX Principles, SOLID