Yousef K

iOS Engineer, 3+ years experience
Debrecen, Hungary
https://talrn.com/profile/ios-engineer-yousef-k/talf2713

+91 9820045154 | hr@talrn.com

Experienced iOS software engineer with around three years of successful track record in developing and publishing Swift iOS apps and SDKs. Skilled in using diverse technologies to solve complex problems and passionate about developing innovative solutions. Ready to contribute expertise to a dynamic iOS software engineering role.

INDUSTRIES: Sports and Gaming, Software and Platforms, Learning, Transport and Logistics

TECHNICAL SKILLS

• Swift	3 years
• Multithreading	3 years
• CocoaPods	3 years
• Agile	3 years
• Git	3 years
• iOS	3 years
• TDD	2 years
• Swift Package Manager	2 years
• SwiftUI	1 years & 2 months
• ObjectiveC	6 months

SOFT SKILLS

Communication, Problem-solving, Detail-oriented, Teamwork, User Focus, Self-Motivation, Continuous Learning

PROJECT DETAILS

• RaceMe! September-2019 - November-2020

Project Description: - Published the app to the AppStore, gaining several international players - Introduced different running track options - Coded BOT player to run at a random average human speed - Formed friends, chats, and leaderboards (weekly, monthly, yearly) features - Set up Leveling-up, player statistics, and milestones challenging systems

Responsibilities: As an iOS Engineer, I successfully completed various backend scripts while working on this solo side-project, which served as my graduation project.

Technologies: SwiftUI, Firebase, BrainCloud, Facebook SDK, In-App Purchase, Sign in with Apple, Core Location, Remote Notifications, MVVM

Industry: Sports and Gaming

• JetScript (macOS) December-2020 - December-2020

Project Description: SwiftUI macOS app allows the users to enter a swift script code to execute and see its output side-by-side. - Improved app functionalities by adding the possibility to run the script multiple times with a live output - Carried out a mechanism to highlight the input error line and the language keywords - Created the app with a high focus on simple and responsive UI/UX

Responsibilities: Designed SwiftUI macOS app: Live script execution, error highlighting, and responsive UI/UX.

Technologies: SwiftUI

Industry: Software and Platforms

• CaptureCoach April-2023 - April-2023

Project Description: CaptureCoach is a tiny iOS app designed with a focus on providing a seamless learning experience for users. - Choose lessons from a list and watch them in detail through a user-friendly interface - Download lessons for offline viewing to ensure uninterrupted learning - Incorporating both SwiftUI and UIKit to create an intuitive and visually appealing design - Implements unit tests and UI tests to guarantee the reliability and stability of its functionalities - Following the MVVM architecture, the app's codebase is organized for easy maintenance and scalability
Responsibilities: Crafted seamless learning, combined SwiftUI & UIKit, ensured offline access.
Technologies: Swift, SwiftUI, UIKit, XCTest, XCUITest
Industry: Learning

• LNER Door to Door

Project Description: The LNER Door to Door app helps you plan your journey to and from LNER stations including booking taxis, car parking and even e-scooters!
Responsibilities: I spearheaded the entire project's development, starting from creating the app from the ground up and integrating our Iomob SDK, all the way through to its release on the AppStore.
Technologies: Swift, UIKit
Industry: Transport and Logistics
Link: https://apps.apple.com/us/app/lner-door-to-door/id1623229179

EMPLOYMENT HISTORY

• iOS Engineer

Description: Develop and maintain an iOS SDK for a global mobility-on-demand marketplace. Develop client-specific iOS apps with our SDK integrated.

CERTIFICATION

• The Essentials of Data Protection by Virtual College 2022
• iOS Developers Global Summit 22 by Geekle.us 2022
• SQL by TestDome 2020
• How Google does Machine Learning | Google Cloud by Coursera 2020

EDUCATION

• Bachelors degree in Computer Science from University of Debrecen 2017 - 2020

LANGUAGES

• English - advanced

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