

Hedi Riahi

Senior iOS Engineer · Swift · UIKit · SwiftUI · Objective-C

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PROFILE

Senior iOS engineer with 14 years of native development and more than ten iOS apps built since 2012, for consumers and businesses. I design, build and evolve apps in Swift, Objective-C, UIKit and SwiftUI on MVVM architectures, from analysis and estimation through to release and production monitoring. Used to apps that live for years and to working closely with product, Android and backend teams. AI coding agents (Claude Code, Codex); IBM AI Engineering Professional Certificate (2026). Remote or hybrid in France and Germany; working languages: English and French.

KEY ACHIEVEMENTS

- Swift 6 and iOS 26:** migrated an App Store access control app after an impact analysis, shipped without regressions.
- Critical legacy:** diagnosed and stabilised a very unstable Objective-C business app; crashes sharply reduced, tool back in production.
- Architecture:** centralised navigation module and SwiftUI rework for a home security group’s apps, with XCTest unit tests.
- Longevity:** five and a half years evolving a consumer payments app on a mixed Objective-C / Swift codebase.

TECHNICAL SKILLS

Languages	Swift (Swift 6), Objective-C, Swift / Objective-C interoperability
UI	UIKit, SwiftUI, Auto Layout, Interface Builder, Storyboards
Architecture	MVVM, Centralised navigation, Swift Concurrency (async/await), RxSwift, Combine
Data and networking	REST, JSON, Alamofire, Core Data, Realm
Frameworks	WidgetKit, Push notifications (APNs), Face ID / Touch ID, Audio / video, VoIP / SIP (PJSIP), MQTT
AI	Claude Code, Codex, MCP, Apple Foundation Models, LLMs, RAG, LangChain, AI agents
Quality and delivery	XCTest, Firebase Crashlytics, Git, GitLab, TeamCity, Jenkins, Fastlane, Bitrise, Tuist, SPM, CocoaPods, Code signing and provisioning, TestFlight, App Store, enterprise distribution
Ways of working	Technical analysis and estimation, Scrum, Kanban, Jira, Confluence, Postman
Industries	Mobile payments, home security, smart buildings, business apps, healthcare, publishing, photography

PROFESSIONAL EXPERIENCE

Senior iOS EngineerSept 2024 – present · 2 yrs 2 mos

French–German software services company (mobile, cloud, IoT) · Germany, border region

On both client projects: analysis and estimation, testing and validation, coordination with client, Android, backend and product.

Project: Building access control app — An App Store app for an intercom manufacturer: site configuration, door management, remote door opening, video calls with the intercom, notifications. **Challenge:** Evolving a live app, connected to intercoms and a backend, while migrating it to Swift 6 and iOS 26.

- Migrated the app to Swift 6 and iOS 26: impact analysis, component updates, compatibility validation.
- Evolved the core UIKit modules (sites, doors, remote opening, video calls, concierge, image gallery); added a home-screen door-opening widget (WidgetKit) and push notifications.
- Integrated communication with the intercom: SIP audio and video calls (PJSIP library) and real-time events received over MQTT.
- Shipped the app and the iOS SDK through the App Store and enterprise distribution.

Outcome: Migration shipped without regressions; more reliable video during calls; consistent behaviour across iOS, Android and the backend.

Tech stack: Swift 6, UIKit, WidgetKit, APNs, REST / JSON, SIP (PJSIP), MQTT

Project: Recovering an unstable business app — An internal app used by a client’s sales teams for their sales rounds and to generate contracts. **Challenge:** An old and very unstable Objective-C codebase (frequent crashes, heavy technical debt), with bugs that blocked the sales teams’ work.

- Diagnosed the problems: a code audit (memory management, threading, JSON parsing, network errors) and crash tracking with Firebase Crashlytics.
- Fixed the critical bugs that blocked sales rounds and contract generation.
- Reworked the unstable modules in a targeted way (synchronisation, error handling), took work off the main thread and made JSON parsing robust.
- Managed the build pipeline (TeamCity) and enterprise distribution.

Outcome: Crashes sharply reduced; the tool, critical for the sales teams, is back in use in production.

Tech stack: Objective-C, Swift, UIKit, Core Data, REST / JSON, Firebase Crashlytics, TeamCity, GitLab

iOS Software Engineer

French home security monitoring group (hundreds of thousands of subscribers) · Strasbourg, France

Team: 3 iOS, 3 Android, 2 proxy product owners · Kanban

Project: Four home security apps — iOS apps for the different brands of one group: remote alarm control, real-time alerts, video, equipment testing.

- Designed a centralised navigation module to decouple screens from one another.
- Rebuilt the playback of alarm-triggered videos in SwiftUI; built remote control of camera orientation.
- Reworked the biometric authentication settings (Face ID / Touch ID) and integrated an environment-management module (development, staging, production).
- Wrote XCTest unit tests for the reworked modules.

Tech stack: Swift, Objective-C, SwiftUI, async/await, MVVM, Realm, REST, Tuist, Fastlane, Jenkins

Jan 2023 — Apr 2024 · 1 yr 4 mos

iOS Software Engineer

Consumer mobile payments fintech (several million downloads) · Strasbourg, France

Team: 2 iOS, 2 Android, 2 backend, 1 Scrum Master, 1 product owner · Scrum

Project: Mobile payments app — Consumer app: in-store and QR / barcode payments, peer-to-peer transfers, money pots and charity donations, loyalty cards.

- Evolved the mixed Objective-C / Swift codebase for five and a half years, using MVVM with RxSwift.
- Reworked the peer-to-peer transfer and charity donation flows.
- Built the money pot, challenges and in-app rating features.

Tech stack: Swift, Objective-C, RxSwift, MVVM, UIKit, Storyboards, Alamofire, REST / JSON, Jenkins

Jun 2017 — Dec 2022 · 5 yrs 7 mos

iOS Developer

Mobile development agency · Monastir, Tunisia

Four iPhone and iPad apps for publishing and healthcare, and a live video streaming module (RTMP) for a consumer connected camera's app.

Tech stack: Objective-C, UIKit, Core Data, REST, LFLiveKit

Jul 2014 — Dec 2016 · 2 yrs 6 mos

iOS Developer

Software company · Tunis, Tunisia

A VoIP communication app (audio and video calls, chat) and voice authentication apps.

Tech stack: Objective-C, liblinphone, AudioToolbox

Apr 2013 — May 2014 · 1 yr 2 mos

iOS Developer

IT services company · Monastir, Tunisia

First iOS position: an app for locating and following friends on a map in real time.

Tech stack: Objective-C, SOAP

Feb 2012 — Apr 2013 · 1 yr 3 mos

EDUCATION

National Engineering Degree (Diplôme national d'ingénieur) — Higher Institute of Applied Sciences and Technology of Sousse (ISSAT), Tunisia · 2011

Two-year Computer Science degree (DUT Informatique) — ISSAT Sousse, Tunisia · 2008

IBM AI Engineering Professional Certificate — IBM · 2026 (machine learning, deep learning, LLMs, RAG and agents)

Cybersecurity Leadership and Management — Coursera · 2026

Google Cybersecurity Professional Certificate — Google · 2026

LANGUAGES

French: fluent

English: professional working proficiency

Arabic: native