Rayan Saeed
Senior iOS Engineer

Email rayancodes@gmail.com

Website rayansaeed.me

LinkedIn /in/rayansaeed

Phone (+971) 52 667 8586

Address Dubai, UAE

Summary

An experienced iOS Engineer and **lead developer** of 🔗 R6Stats, a personal project with over **1.37 million downloads** and **13.8k ratings (4.4 ⭐)**, with **over 8 years of experience** in crafting high-quality, reliable, and maintainable applications. Passionate advocate for Test-Driven Development (TDD), ensuring robust, scalable, and user-centric solutions. As a creative developer, I excel in developing engaging micro-interactions and have a deep love for beautiful UI and intuitive UX. I believe in high quality, simplicity, collaboration, and tight feedback loops.

Experience

Senior Mobile Engineer II - Full time
Remote

Feb 2024 – Present   Remote, UAE

- I led development for the Time Tracking feature on both iOS and Android using **Kotlin Multiplatform** (KMP).
- Worked proficiently with Kotlin Multiplatform, iOS SwiftUI, as well as Jetpack Compose for Android on the mobile app.
- Utilized an internal implementation of the **TCA architecture**, but in Kotlin, and shared all the business logic via KMP.
- Successfully implemented and shipped a maintenance mode feature for both iOS and Android apps.

Senior iOS Engineer I- Full time
SadaPay

Jul 2022 – Jan 2024   Remote, UAE

- Maintained **crash-free users above 98%** as the app's user base grew from **10,000 to 1 million users** and above.
- Led the design and implementation of a new **Layered Architecture**, revamping the money transfer process for an improved user experience, contributing to the design of the system for both backend services and frontend.
- Led the implementation of the Request to Pay feature and the ability to add notes to money transfers.
- Led the **overhaul of an internal UIToolKit app**, aligning it with the **Design System** in Figma to improve user experience.
- Took on the **Mobile Platform Engineer** role since Sep'23, improving build and development tools for our mobile developers.
- Strictly adhered to **Test-Driven Development** (TDD) practices to ensure code quality and reliability.
- Successfully implemented **feature flags** to enable controlled and seamless feature roll outs.
- Ensured a streamlined and efficient codebase in the existing **Modular Architecture**, following **Trunk-Based Development**.
- Contributed to team growth by **reviewing applications**, evaluating take-home exercises, and **conducting interviews**.
- Promptly **responded to incidents**, conducted detailed investigations, resolved issues, and authored postmortems.
- Prioritised tasks based on a **short feedback cycle** to align development efforts with user needs and preferences.

Lead iOS Engineer – Fixed contract
Audyo

Jan 2022 – Jun 2022   Remote, USA

- Led the development of the native iOS app built with **SwiftUI and Combine**, with a Redux-like event-driven architecture.
- Enhanced playback features, specifically the sleep timer and playback speed.
- Set up a **complete pipeline for TestFlight**, allowing testing and feedback collection to improve app quality and reliability.
- Enhanced event tracking to accurately record user interactions, **improving analytics** for better decision-making.
- Collaborated closely with the backend team to **integrate new APIs** and refine app features, enhancing the user experience.
- Debugged and **fixed bugs** and issues to enhance app stability and performance.

Senior iOS Engineer – Full time
FFW

Dec 2020 – Dec 2021   Remote, Germany

- Developed the complete self-checkout feature for the BUDNI project, including a significant overhaul of the Home screen's layout, while adhering to **SOLID software design principles** for a scalable and maintainable architecture.
- Played a pivotal role in various projects, with a strong focus on software development best practices, emphasizing the use of software design patterns and principles like the **MVVM architecture, singleton pattern, and dependency injection** to ensure efficient and maintainable code.
- Implemented **unit testing** for robustness and adopted the **MVVM-C architectural pattern** for clean separation of concerns.
- Collaborated closely with Android developers to share the entire feature's business logic across iOS and Android platforms through Kotlin Multi-platform Mobile (KMM).
- Conducted **code reviews** to uphold the highest standards of reliability and maintainability.

- For a comprehensive view of my full work history, please visit my LinkedIn profile.   Mar 2013 – Nov 2020

Personal Project

R6Stats iOS App
https://apps.apple.com/us/app/r6stats/id1296600190?platform=iphone

R6Stats isn't just my most successful personal project; it's a reflection of my strong passion for iOS and my capability to handle big projects on my own. Launched in March 2018, it's received **over 1.37 million downloads** and maintained an impressive **4.4 rating from 13.8K user ratings**, testament to its user-friendly design.

As the sole designer, developer, and publisher of R6Stats, I've gained valuable experience and knowledge from this successful side project. It's not just an app; it's been my personal journey where I've learned some significant lessons.

- Managing all aspects of the project, from design and development to publishing, a journey that expanded my understanding of end-to-end project management.
- Utilizing Feature Flags in tandem with Trunk-based development, a journey that taught me the significance of controlled feature rollouts.
- Embracing the importance of rigorous testing, including A/B testing, as an essential part of the learning process to enhance app performance and user experience.
- Prioritizing user needs and preferences for an accessible and efficient app.
- Crafting high-quality, optimized code, continually refining my skills to ensure top-notch app performance.
- Understanding the significance of localization for a global audience.

Education

University of Bayreuth
Bayreuth, Germany

Masters in Computer Science
Oct 2017 – Sep 2019

FAST-NUCES
Islamabad, Pakistan

Bachelors in Computer Science
Aug 2012 – May 2016

OPF Boys College
Islamabad, Pakistan

Higher Secondary School
Aug 2008 – May 2012

Skills

Swift   SwiftUI   UIKit   Test-driven Development (TDD)   Unit Testing   UI Testing   Snapshot Testing

Extreme Programming (XP)   Feature Flagging   Trunk-based Development   Layered Architecture   Modular Architecture

Micro Frontends   MVVM   MVVM-C   MVP   MVC   The Composable Architecture

Software Design Patterns (e.g., Singleton, Factory, Observer)   Reactive Programming   Combine   RxSwift   Networking

REST APIs   GraphQL   Databases   Core Data   Realm DB   Git   UI/UX Enthusiast

Apple's Human Interface Guidelines   Figma   Sketch   Continuous Integration & Deployment (CI/CD)   Bitrise   Fastlane

GitHub Actions & Workflows   Dependency Management   Swift Package Manager   Cocoapods   Carthage

Kotlin Multiplatform (KMM)   Auto Layout   Adaptive User Interfaces

Languages

English
Professional Fluency

Urdu
Native

Pashto
Native

German
Basic Knowledge