

Omar Elsayed

let role = "iOS Software Engineer"

iOS engineer building fintech products with Swift, SwiftUI, and modern concurrency — from Apple Wallet card provisioning to full architecture migrations. I lead modernization efforts, build internal developer tooling, and enjoy going deep into Apple platform internals.

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// MARK: — Experience

iOS Engineer III · Klivvr

Aug 2024 — Present

Hybrid — Cairo, Egypt

// Technical leadership & architecture

- Led the migration to **MVVM architecture**, establishing modern design patterns across the app.
- Drove the **Swift 6 migration** and introduced **async/await** to the team, including a training session on modern concurrency.
- Migrated dependency management from CocoaPods to **Swift Package Manager**, reducing app size from **190 MB to 110 MB**.
- Modernized app lifecycle from AppDelegate to **SceneDelegate**.

// Tooling & internal APIs

- Built a **dependency injection** solution, improving modularity and testability.
- Wrote a custom **Swift macro** that converts callback-based functions to async/await.
- Created a **LeakDetector API** for proactive memory-leak detection and debugging.
- Designed custom APIs bridging SwiftUI ↔ UIKit gaps, including **adaptive sheets** and reusable components.
- Authored app documentation with **DocC** and hosted it on **GitHub Pages**, making internal APIs easy to discover and adopt.
- Built a **PR review tracker** website that turned code review into a team game — taking PRs from frequently unreviewed to consistently reviewed **within a day**.

// Feature development

- Integrated the **Visa SDK** to support adding the Klivvr card to **Apple Wallet**, building both the **WalletUIExtension** and **WalletNonUIExtension** targets.
- Led **Apple Watch app** development from concept to release.
- Led the adoption of **Liquid Glass** across the app, modernizing the UI for the latest iOS design language.
- Implemented **App Intents**, integrating the app with Siri and Shortcuts.
- Built a generic, reusable **camera-based ID scanner** component.
- Developed the **Lending feature** module, delivering its core business logic.

// Quality & DevOps

- Owned production stability: analyzed and triaged **crash reports**, and eliminated **100% of launch-time hangs**, significantly improving startup responsiveness.
- Enhanced the **CI/CD pipeline**, cutting execution time from **~30 to 15–20 minutes**, improving build reliability, and keeping local and CI environments on the latest **Xcode toolchain**.

iOS Engineer · DopaLearn

Nov 2023 — Mar 2024

- Improved app loading speed by **80%** using TaskGroup and async let.
- Built a custom sheet presentation component for iPad.
- Fixed UI animation bugs across the app.

Web Designer · Dirty Cookie EG

Oct 2022 — Jun 2023

- Designed and launched the company website.

// MARK: — Projects

Blur Browser - Personal Project

Ongoing

- Building a native **macOS browser** with an AppKit + SwiftUI hybrid architecture on top of **WKWebView**.

DNS Content Filter - Personal Project

Ongoing

- macOS content-filtering app built on **Network Extensions (NEDNSProxyProvider)** with encrypted **DNS-over-HTTPS** upstream.
- Engineered **XPC**-based privilege separation and a LaunchDaemon guardian for tamper protection.

Open Source & Community - Swift Ecosystem

Ongoing

- Co-created **swiftui-expert-skill**, an open-source AI agent skill for SwiftUI best practices, with Antoine van der Lee.
- Pitched an **AsyncQueue** proposal on Swift Forums addressing FIFO ordering guarantees at async suspension points.
- Write deep-dive articles on Swift concurrency and SwiftUI at **swiftdifferently.com**.

Autonomous Car - GIU — University Project

Feb — Mar 2022

- Owned the **steering system** of the vehicle, built with C and Arduino.
- Integrated the Arduino layer with a high-level control system written in Python.

// MARK: — Skills

APPLE PLATFORMS

Swift · SwiftUI · UIKit · Swift Concurrency · Swift Macros · SPM · App Intents · watchOS · Liquid Glass · Apple Wallet / PassKit

TOOLS & SERVICES

Xcode · Git · Firebase · CI/CD

OTHER LANGUAGES

Python · JavaScript · TypeScript · TensorFlow

SOFT SKILLS

Communication · Problem Solving · Technical Mentoring

// MARK: — Education & Languages

B.Sc. Electrical Engineering - German International University, Cairo

2019 — 2023

LANGUAGES

English · Arabic · German