

Mahmoud Fares Naguib

Senior Software Engineer

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🔗 Portfolio

Summary

iOS engineer with 8+ years of deep Swift/UIKit/SwiftUI expertise, specializing in crafting polished, high-performance user experiences through meticulous attention to UI detail and smooth interactions. Thrives in **async, low-meeting startup environments** with proven ability to work autonomously and deliver production-ready applications end-to-end. Expert in **reactive programming** with Combine and RxSwift, implementing clean architecture patterns (MVVM, TCA, Coordinator) for scalable iOS solutions

Professional Experience

Senior iOS Developer, *Taklema* [🔗](#)

January 2025 – Present

- Developed and maintained iOS features using Swift.
- Implemented Qur'an reading, audio recitation, bookmarks, and search features.
- Ensured app performance, stability, and code quality.
- Integrated APIs and backend services.
- Fixed bugs and improved existing features.
- Collaborated with designers and team members.
- Supported App Store builds and releases.

Senior Software Engineer, *Careem* [🔗](#)

March 2024 – May 2025 | Remote, UAE

- **Architected and implemented complex iOS features** using Swift, SwiftUI, and Kotlin
- Multiplatform for cross-platform business logic sharing
- **Delivered pixel-perfect UI implementations** with custom animations and transitions, focusing on 60fps performance and smooth user interactions
- **Optimized iOS build processes and CI/CD automation** independently, reducing build times by 30% through asset optimization
- **Mentored junior engineers through async code reviews** and detailed technical documentation in low-meeting environment

Software Engineer, *Amwal* [🔗](#)

August 2023 – February 2024

Remote, KSA

- **Built production Payment SDK from scratch** using SwiftUI, Swift Package Manager, and XCFramework with focus on seamless merchant integration.
- **Crafted polished UI components** with custom animations and micro-interactions, achieving 95% developer satisfaction in SDK adoption.
- **Integrated Apple Pay with minimal setup requirements**, delivering smooth payment flows with comprehensive error handling

- **Independently delivered complete SDK** adopted by 3+ production apps within 3 months, including demo apps and technical documentation

Software Engineer, Link Development [↗](#)

December 2021 – August 2023

Cairo, Egypt

- **Refactored and enhanced iOS apps** for high-profile clients (Red Bull, IHF) combining UIKit and SwiftUI with focus on UI polish
- **Implemented dynamic, backend-driven UI systems** using reactive programming (RxSwift/Combine) for flexible content rendering.
- **Delivered smooth custom animations and transitions** using advanced iOS animation frameworks for enhanced user interactions.
- **Led knowledge-sharing sessions** on modern Swift concurrency and SwiftUI best practices.

Software Engineer, Banque Misr [↗](#)

March 2020 – December 2021

Cairo, Egypt

- **Architected and built complete banking app from scratch** using Swift, UIKit, RxSwift, and MVVM architecture with offline-first approach
- **Implemented secure authentication and account services** with polished UI/UX focusing on user trust and smooth interactions
- **Delivered full SDLC independently** in startup environment, from technical architecture to production deployment
- **Built shared UI framework** for consistent design system across banking products

iOS Developer, SAT FINDER [↗](#)

May 2018 – January 2020 | Cairo, Egypt

- **Developed offline-first mobile applications** using Swift, UIKit, Core Data with MVVM architecture
- **Designed UX flows from scratch** with attention to smooth user interactions and intuitive navigation
- **Delivered production-ready applications** with minimal oversight in autonomous workenvironment

iOS Developer, Cyan Digital House [↗](#)

January 2017 – April 2018 | Cairo, Egypt

- **Migrated legacy Objective-C codebase to Swift** while maintaining app stability and improving performance
- **Built reusable UI components** using UIKit with focus on consistent design and smooth animations
- **Led architecture decisions** in startup-like environment with full ownership of development process

Projects

Careem [↗](#)

March 2024 – present

- **Enhanced cross-platform user experience** using KMP for shared business logic while maintaining native iOS UI excellence
- **Implemented complex payment and ride-booking flows** with SwiftUI and Combine, focusing on error handling and smooth state transitions

BM Online [↗](#)

March 2020 – December 2021

- **Architected complete banking solution** using RxSwift reactive streams and MVVM pattern for complex financial data flows
- **Built secure, offline-capable banking features** with polished UI and smooth animations for enhanced user trust
- **Delivered as sole iOS engineer** in startup-like environment with full technical ownership

IHF Rule Interpretation [↗](#), *IHF app “Interpretation of the Rules” represents an innovation in rule development and interpretation.*

- **Engineered flexible, backend-driven UI system** rendering complex question types from JSON using SwiftUI and Combine
- **Implemented smooth transitions and animations** for exam flow with internationalization support
- **Built adaptive scoring logic** with real-time feedback and polished user interactions

Red Bull Mobile KSA [↗](#)

- **Refactored legacy codebase** introducing SwiftUI while maintaining backward compatibility
- **Enhanced UI polish** with advanced animations using matchedGeometryEffect and custom transitions
- **Improved app startup performance** through code optimization and asset management

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[To view all my apps, please visit my portfolio](#) [↗](#)

Skills

Languages & Frameworks

Swift, SwiftUI, UIKit, RxSwift, Combine, KMP, Objective-C, Kotlin (basic)

Tools

Xcode, Fastlane, CocoaPods, SPM, Git, Bitrise, Firebase, Analytics, XCTest, XCUITest, Figma

Soft Skills

Ownership, Communication, Time Management, Remote Collaboration, Problem-Solving

Architecture

MVVM, Coordinator, TCA, VIPER, Redux, Clean Architecture, SOLID

Techniques

Async/Await, Modularization, Snapshot/UI Testing, Unit Testing, CI/CD, Crash Monitoring, Code Review

Advanced UI/UX

Custom animations, matchedGeometryEffect, GestureState, UIViewPropertyAnimator, polished transitions

Education

Bachelor's Degree in Computer Science,
Ahram Canadian University [↗](#)

November 2011 – July 2015
Cairo, Egypt