

Nozhan Amiri

iOS Engineer

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I'm an iOS developer with 5+ years of expertise in Swift and modern iOS frameworks and 8+ years of hands-on software development experience. Passionate about building and shipping scalable, high-performance apps with clean architectures, CI/CD pipelines, and strong attention to UX.

SKILLS & TOOLS

- **Core iOS & Mobile**

Swift, SwiftUI, UIKit, Combine, AVKit, CoreImage, Metal, OpenGL, CoreData, SwiftData, Fluent, Realm, RDBMS, Concurrency API, CocoaPods, SPM, Flutter, FlutterFlow

- **Architecture**

MVVM, Clean Architecture, MVC, Composable Architecture (TCA), MV (SwiftUI), VIPER, VIP

- **Testing & CI/CD**

Swift Testing, XCTest, Unit/UI Testing, Fastlane, GitHub/GitLab Actions, TestFlight, AppCenter

- **Design**

Figma, Sketch, XD, Framer, Webflow, Zeplin, Invision, Miro

- **Other**

RESTful APIs, GraphQL, Git, Vapor, Linux, Docker, n8n, Grafana/Loki, AppMetrica, WebEngage

SPOKEN LANGUAGES

Persian Native

English Fluent

German Limited Working Proficiency

WORK EXPERIENCE

Taaghche On-site iOS Engineer—Tehran

DEC 2025 – PRESENT

- Worked on the **iOS app for Taaghche**, one of Iran's leading **digital reading and audiobook** platforms, serving **over 50,000 monthly active users**. As the **primary iOS engineer**, I was responsible for developing and maintaining the native iOS application, shipping major product initiatives, and improving application architecture, stability, and user experience.
- Developed and launched the **first native iOS version of Navaar**, a podcast and audiobook platform acquired by Taaghche, by architecting a **multi-flavor application** supporting independent branding, assets, configuration, and distribution.
- Designed and delivered an **application-wide Dark Mode migration** across 40+ screens in a legacy UIKit codebase, introducing a reusable theming system and eliminating extensive hard-coded UI styling.
- Owned the complete iOS **release process**, including build/scheme configuration, code signing, provisioning profiles, testing, production deployments, and distribution on the **App Store**, **Sibapp**, and **Sibche** marketplaces.
- Refactored key modules toward **MVVM/Repository Pattern**, improving maintainability and reducing technical debt within a **69k+ LOC** mixed-language codebase.
- Contributed to the local **ePUB/PDF reader**, **audiobook player**, download, search, analytics, and push notification modules used by tens of thousands of active users.
- Maintained and extended a large codebase built with **Swift**, **Objective-C**, **C++**, **UIKit**, **Combine**, **RxSwift**, **ReactiveCocoa**, **Realm**, **SQLite**, **AVKit**, and **BackgroundTasks**.

GCo Apps On-site iOS Engineer—Tehran

OCT 2024 – NOV 2025

- Sole developer of **LOMO**, a photography app focused on creative filters and retro aesthetics.
- Sole developer of **Recipin**, an AI meal planner and recipe generator
- Contributed to **Voix**, a voice recorder app with AI integration for transcription and content summarization.
- Architecting and developing high-performance SwiftUI applications with a focus on maintainable, scalable code, adhering to SOLID principles.

WORK EXPERIENCE — CONTINUED

- Designing and implementing custom GPU-accelerated image filters using **CoreImage**, **CIKernel**, **Metal**, and **GPUImage3**, including fragment shaders for optimal performance.
- Employing **Dependency Injection** to enhance modularity and testability.
- Profiling and optimizing app performance with **Instruments**, reducing bottlenecks by **over 50%** in LOMO.

Luminatech iOS Engineer—Remote

JUNE 2022 – OCT 2024

- Architected key components of the iOS project, including a custom **Markdown parser** compatible with **iOS 12+** using a bespoke tokenizer.
- Migrated **RxSwift** pub/sub streams to **Combine**, improving maintainability and performance.
- Connected the app to Google and Facebook marketing services, enabling Firebase/FB analytics and user engagement tracking.
- Developed complex interfaces using UIKit, both programmatically with **SnapKit** and via **Storyboards**, optimizing for flexibility and maintainability.
- Contributed to CI/CD pipelines with **Fastlane** and managed dependencies using **CocoaPods/SPM**.
- Implemented a custom **dependency injection** system.

PROJECTS

Navaar @Taaghche

Shipped the first native iOS version of Navaar and led a full dark mode + design overhaul of a 69k LOC legacy UIKit app within a multi-flavor Taaghche ecosystem.

<https://apps.apple.com/us/app/navplayer/id6758266948>

Recipin @GCo Apps

An AI recipe extractor, meal prep, and calorie counter app that I developed for GCo Apps.

<https://apps.apple.com/us/app/recipin-save-find-recipes/id6745559183>

EasingKit Swift Package

A Swift package providing all easing curves from easings.net, fully implemented in pure Swift. Extended SwiftUI animations and CALayer to support these curves, enabling more expressive and precise UI animations.

<https://github.com/nozhana/EasingKit>

LOMO @GCo Apps

A vintage-inspired camera app that I developed independently for GCo Apps, providing users with analog-style filters and real-time photo effects based on CoreImage and Metal.

<https://apps.apple.com/us/app/lomo-analog-vintage-camera/id6739448700>

Tisitano @Luminatech

Contributed to the development and launch of the iOS app for this online marketplace, implementing a full CI/CD pipeline with Fastlane and Diawi, later migrated to TestFlight to accelerate testing and release cycles.

<https://apps.apple.com/us/app/tisitano/id6443932851>

DebugKit Swift Package

A neat, customizable Debug Menu for Swift apps. Includes network, file system, and database logging — all baked in.

<https://github.com/nozhana/DebugKit>

PROJECTS — CONTINUED

RippleModifier Swift Package

A simple SwiftUI view extension to make a view ripple when you tap it – Inspired by Telegram iOS.

<https://github.com/nozhana/RippleModifier>

FilterCam Open-Sourced iOS App

A Clean, Protocol-Oriented Camera App with multiple photo and video filters in pure SwiftUI, utilizing both CoreImage framework and Metal renderers (using GPUImage).

<https://github.com/nozhana/FilterCam>

Collapsible Note Figma Widget

A JSX-based Figma/FigJam widget resembling a Post-It Note that collapses and expands when you click on its corner. I developed this to facilitate developer annotations in Figma without having to pay for Dev mode!

<https://www.figma.com/community/widget/1344430574095272981/collapsible-note>

EDUCATION

University of Kashan

ASc – Software Engineering

2015 - 2019

Shahid Ejei (NODET – Sampad)

High school Diploma – Mathematics

2011 - 2015

LICENSES AND CERTIFICATES

Advanced Programming in Swift Meta

FEB 2024

- **Credential ID:** DXCSHKETM6S8
- **Grade:** 98%

<https://www.coursera.org/account/accomplishments/verify/DXCSHKETM6S8>

Swift Skill Assessment

LinkedIn

DEC 2023

Zertifikat B1

Goethe Language Institute

SEP 2015