

MOHAMMED AL WAILI

Senior iOS Engineer

 +31 6 3652 87 11  info@swiftymo.nl

 <https://www.linkedin.com/in/mohammedalwaili/>

 <https://swiftymo.com>

EDUCATION

Bachelor of Computer Science

Avans Hogeschool

2015 - 2018

Application Developer

2012 - 2015

EXPERTISE

- Swift/Objective-C
- SwiftUI/UIKit
- Security
- PKI
- XCTest/Swift Testing
- Concurrency/Reactive programming
- Kotlin/Jetpack compose
- REST & GraphQL

LANGUAGES

- English
- Dutch
- Arabic

PROFILE

Mohammed Al Waili is a passionate iOS developer with experience in building modern, user-friendly applications using Swift, SwiftUI, and UIKit. He enjoys solving complex problems with clean, maintainable code and places strong value on testing to ensure quality.

Mohammed is committed to delivering smooth, high-quality user experiences through thoughtful design and robust development practices.

WORK EXPERIENCE

Bol

2025 - Present

Senior iOS Engineer

I joined Bol as part of the Explore team, focused on driving app engagement through experimentation and new feature initiatives. Contributed to the migration to the new shop architecture by rebuilding and refactoring core screens and transitioning data layers from REST APIs to GraphQL to align with the new architecture and system setup.

Swift . SwiftUI . Fastlane . SPM . Snapshot Testing

Key Achievements

- Successfully migrated 4 screens
- Built and refactored reusable UI components for use as dynamic content managed via ContentStack CMS.
- Contributed to the iOS Chapter, collaborating with engineers to maintain code quality, share best practices, and support chapter initiatives improving consistency and development standards across teams.

Ubiqu

2024 - 2025

Senior iOS Engineer

I joined Ubiqu to contribute to building the new European wallet aligned with the OpenID protocol. My first project was building a wallet for the municipality of Rotterdam, designed to let users issue a tenant card and apply to housing corporations anonymously. This initiative aimed to combat discrimination in the housing market.

Swift . SwiftUI . Fastlane . Feature Testing . Snapshot Testing . Cryptography . SPM . SDK . Localise

Key Achievements

- Developed an app for the Municipality of Rotterdam that enables users to issue a tenant card using the OpenID protocol and apply to housing corporations anonymously.
- Refactored and modernised two legacy codebases by migrating them to SwiftUI and adopting Structured Concurrency for improved performance and maintainability.
- Developed an SDK that manages TLS pinning and automatically renews pinned certificates.
- Implemented a strategy for automated testing, including streamlined processes for app build and release.

Action

2020 - 2024

Senior iOS Engineer

I was brought on by Action to lead the development of their iOS app from the ground up. Throughout the project, I collaborated closely with Android developers to maintain feature parity and ensure a consistent user experience across platforms. This cross-platform teamwork helped cultivate a T-shaped skill set within the team, enabling us to support one another effectively.

Swift . SwiftUI . Xcode Cloud . SPM . Localise . GraphQL . Snapshot Testing . Feature Testing

Key Achievements

- Built an app from the ground up using Swift and SwiftUI, now live across multiple European countries and actively used by millions of users.
- Contributed to Android development using Kotlin and Jetpack Compose, supporting feature implementation and UI development.
- Actively contributed to mobile chapter meetings by sharing knowledge, fostering collaboration, and engaging in technical discussions with fellow engineers.
- Worked actively on the migration from REST API's to GraphQL

Yolt (By ING)

2019 - 2020

Senior iOS Engineer

I joined Yolt to help the Partners team, focusing on integrating new partners into the platform. Alongside these integrations, I contributed to developing a rewards system, enabling users to earn vouchers and even monetary rewards. Later, as teams were restructured, I transitioned to the Onboarding team, where I worked on rewriting the onboarding flow, including KYC (Know Your Customer) verification, as well as implementing the account recovery (last resort) flow to enhance the user experience.

Swift . UIKit . Fastlane . UI Testing . Cocoapods . Localise

Key Achievements

- Implemented various features, including functionality that allowed users to receive monetary vouchers.
- Implemented a complete Know Your Customer (KYC) onboarding process to verify user identities and ensure regulatory compliance.
- Maintained a local build machine to support a smooth and reliable build and release process.

iOS Engineer

Sogeti is a Netherlands-based software agency where I worked on several short-term projects. One of these projects was with Menzis, a leading insurance company.

My primary role was to implement the customer card feature while also improving the overall app quality. This involved refactoring existing code, introducing automated tests to prevent future regressions, and addressing major customer-reported issues from the app review section to enhance the user experience.

Swift . UIKit . Automated Tests . Cocoapods

Key Achievements

- Built a user-facing module to display the remaining insurance deductible (“own risk”) balance.
- Tracked and resolved high-priority bugs to enhance the user experience.
- Modernised legacy codebase through systematic refactoring, resulting in improved code quality and developer efficiency.

Magneds

2017 – 2018

iOS Engineer

Magneds is a digital agency specializing in loyalty programs for major clients like Heineken, Pathé, and Campina.

I worked on developing a new loyalty app for Pathé, designed to boost customer retention by rewarding users with points for each cinema visit. Additionally, I contributed to enhancing the core frameworks that power Magneds’ suite of apps, improving their stability and functionality.

Swift . UIKit . Objective-C . SDK . Carthage . Cocoapods

Key Achievements

- Created a customer loyalty application for a cinema, enabling visitors to earn and redeem rewards such as vouchers and gifts.
- Contributed to multiple white-label apps by implementing new features and resolving bugs.
- Contributed to the development and maintenance of core SDKs.

Mobile Pioneers

2015 – 2016

iOS Engineer

At Mobile Pioneers, I worked on various projects, primarily using Objective-C, as Swift had just been released and was still in its early stages. Excited about the new language, I closely followed its development.

I had the opportunity to leverage Swift to build an Apple Watch app for Buienalarm, a Dutch weather forecast app. It was one of the first Apple Watch apps in the Netherlands and earned 3rd place in the iCulture Awards (2015).

Additionally, I contributed to several other apps, including TVGiDS and TicketVeiling.

Swift . UIKit . WatchKit . Objective-C . Cocoapods

Key Achievements

- Built a Swift-based proof of concept to facilitate the strategic migration from Objective-C, enabling smoother adoption of modern iOS development practices.
- Developed one of the earliest Apple Watch apps in the Netherlands, providing real-time weather precipitation insights.
- Supported ongoing development of existing applications through the implementation of new features and resolution of technical issues to improve stability and user experience.