

Noor El-Din Walid

iOS Engineer

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I'm someone who facilitates the creation of solutions in the form of iOS apps, perfectionist, and loves a new challenge every day.

EXPERIENCE

iOS Engineer

Dec 2023 - Present

Yassir (Remote)

I'm currently a Mid-Level iOS Engineer at Yassir working on their Last Mile Delivery (LMD) domain app, exactly on the Groceries Shopping Experience (GSE) component, where I'm responsible for:

- Lead the development of new features for the Last Mile Delivery (LMD) domain app, specifically focusing on the Groceries Shopping Experience (GSE) component, ensuring the highest quality standards for integration with the Yassir Express Super App.
- Reviewing PRs for team members and providing constructive feedback on their work as well as me getting feedback on my PRs.
- Actively participate in agile development methodologies, contributing to sprint planning, daily stand-ups, and retrospective meetings to drive efficient project execution.

iOS Engineer

Sep 2022 - Dec 2023

Si-Ware Systems, Cairo, Egypt

I've worked on Si-Ware Systems' 2 apps: NeoSpectra Scan and NeoSpectra Collect. I was responsible for:

- Maintaining a high level of professionalism and commitment to delivering high-quality work for both apps.
- Refactoring, cleaning up, and simplifying the codebases of both apps to improve maintainability and performance.
- Sharing experiences and insights regarding app architecture, contributing to the overall improvement of the codebase and development processes.
- Integrating SwiftLint to the codebase to maintain a standard coding style across the team and the apps, ensuring consistency and readability.
- Integrating Swift's new Structured Concurrency using `async/await` to the codebase to Scan app.
- Reviewing pull requests from team members and actively engage in pair programming sessions to collaborate on different aspects of the apps.
- Managing the uploading of app versions to TestFlight and work on automating the provisioning process using FastLane.
- Conduct interviews for intern positions and provide mentorship throughout their internship, following self-established interview process guidelines and sharing it with the company.
- Lead the development of a centralized database for the app, improving data management and accessibility.

iOS Engineer (1 Month Contract)

Feb 2023 - Feb 2023

Raptr Labs, NJ, US (Remote)

- Collaborated remotely with Raptr Labs on a 1-month contract, focusing on maintaining and resolving bugs for two iOS projects: RentalsCA app and Moonlite app.
- Played a key role in ensuring the stability and functionality of the RentalsCA app, a real estate application built using VIPER architecture, with both programmatic and

- Storyboards UI, GraphQL endpoints using Apollo, and Realm.
- Contributed to the development and maintenance of the Moonlite app, a story-telling application built in RxSwift and MVVM architecture with RESTful APIs, fully programmatic UI, and Core Data.

iOS Engineer

Apr 2022 - Aug 2022

Slate, NY, US (Remote)

During my time at Slate, I worked on Slate's iOS app, I was responsible for:

- Making optimizations to the app's logic and solving critical bugs in the app.
- Adding a share extension for the app to allow sending images and videos from other apps to the Slate app.
- Working in an Agile environment with 2 Senior iOS Developers and being mentored by one of the, having meetings for the team to organize our work, dividing work into sprints, and using GitHub for code reviews and creating PRs.

iOS Engineer (Freelance)

Feb 2022 - Apr 2022

Mira Mart, Cairo, Egypt

I worked at MiraMart as a freelancer, it's an e-commerce app, during that time I've:

- Refactored about 70% of the codebase by deleting redundant code and simplifying written code, also restructuring the codebase architecture from MVC to MVP.
- Worked on adding new features to the app by putting a clean codebase for the features.
- Used Lottie-iOS and UIKit to create complex UI designs for the app.
- Helped in localizing the app to Arabic language.

iOS Developer

Dec 2021 - Jan 2022

LevelUp, London, UK (Remote)

- Single-handedly developed LevelUp's iOS app from scratch, utilizing UIKit and MVP architecture, resulting in a fully functional and user-friendly application.
- Implemented robust networking and database layers, adhering to Clean Code concepts, ensuring efficient data retrieval and storage.
- Utilized Git and GitHub for version control, effectively managing code changes.

iOS Software Engineer Trainee

Dec 2020 - Jul 2021

Swiftycamp, Cairo, Egypt

Swiftycamp is an iOS bootcamp, I built 4 projects at the bootcamp, I also have:

- Learnt about iOS architectures such as MVC and MVP, with OOP and SOLID principles. - Built apps connected to REST APIs using Alamofire and URLSession.
- Learnt about persisting data using Realm Database.
- Exploring SwiftUI Framework and working with its components.

EDUCATION

Bachelor of Engineering (B.E.) - Computer Engineering

Sep 2017 - Jun 2022

Faculty of Engineering - Ain Shams University, Cairo, Egypt

Graduated with 3.14/4 GPA

SKILLS

Swift, UIKit, SwiftUI, Cocoa Touch, Storyboards, XIBs, iOS Memory management, Core Location, Core Animation, Core Bluetooth, Core Data, Realm, Alamofire, URLSession, URLCache, RESTful APIs, GraphQL, MVC, MVP, MVVM, VIPER, Clean Architecture, TCA, SOLID Principles, Clean Code, Design Patterns, Unit Testing, TDD, BDD, GCD, Structured Concurrency, async/await, RxSwift, RxCocoa, Combine, Git, GitHub, GitLab, SourceTree, Fork, JIRA, Asana, Trello, Fastlane, Continuous Integration, Continuous Deployment, CI/CD, CircleCI.

Publications

Clean-MVP with Swift - [Hashnode Link](#)

Clean-MVP with Swift: News App – [Hashnode Link](#)