

Mustafa Bekirov

Senior iOS Engineer (Individual Contributor)

EU (Remote / Hybrid)

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[LinkedIn](#)

[GitHub](#)

[Telegram](#)

Senior iOS Engineer (Individual Contributor) with 6+ years of experience building, stabilizing, and evolving large-scale production iOS applications. Strong focus on architecture, performance, and predictable delivery in complex, CMS-driven and multi-tenant systems. Comfortable owning complex areas, working with legacy code, and delivering production-ready solutions in high-pressure environments.

CORE EXPERTISE:

iOS application development
Architecture & system design
Large-scale & multi-tenant applications
Performance optimization & stability
Legacy code refactoring and modernization
Complex navigation & dynamic UI

TOOLS:

Swift, SwiftUI, UIKit
Architecture: MVVM, CA, TCA
Networking: REST, GraphQL (Apollo)
Concurrency: async/await, GCD
Persistence: CoreData, NSCache
Tooling: Xcode, Git, GitFlow, CI/CD

COMMUNITY & WRITING

Medium Editor & Technical Writer (iOS, Architecture)
Open-source contributor on GitHub
Mentoring junior developers

PROFESSIONAL EXPERIENCE

Sobit Technologies

Sep 2025 – Present • Contract

Senior iOS Engineer

Working as a Senior iOS Engineer on a large-scale, CMS-driven, multi-tenant iOS application with complex navigation and dynamic content.

- Owning and evolving complex SwiftUI-based features, balancing new development with stabilization of legacy code
- Maintaining and refactoring API-driven modules, navigation flows, and CMS-configured UI components across multiple product configurations
- Improving performance, stability, and behavioral consistency across different tenants and environments
- Collaborating closely with backend, design, and product teams in an international setup
- Ensuring high code quality through clean architecture principles, refactoring, and documentation
- Contributing to predictable delivery by improving internal workflows and team alignment

GlobalTech Solutions

Jun 2024 – Aug 2024 • Contract • 1+ year

Senior iOS Software Engineer

Worked on a high-performance iOS application used by 100K+ users.

- Designed and implemented scalable iOS features using TCA and Clean Architecture
- Built reusable SwiftUI components and animations for complex UI flows
- Improved app performance and stability through profiling and refactoring
- Strengthened security-sensitive flows and data handling
- Collaborated with cross-functional teams to deliver production-grade features

Dogtown Media LLC

Apr 2022 – May 2024 • Full-time • 2+ years

iOS Software Engineer

- Developed and maintained healthcare-focused iOS applications
- Optimized CoreData usage and improved data-heavy UI performance
- Worked on media playback, complex user flows, and app stability
- Participated in release preparation and post-release monitoring

The MASCC

Apr 2020 – Mar 2022 • Full-time • 2 years

iOS Developer

- Developed and maintained commercial iOS applications
- Improved UI performance and responsiveness
- Managed local data storage and App Store releases
- Ensured long-term maintainability and stability

EDUCATION

Bachelor's degree Lviv Polytechnic National University, 2021