



Professional Experience

Senior iOS Software Engineer

[AnyRoad](#), San Francisco USA

Jun 2023 - August 2026

- Proposed and implemented a modular architecture by decomposing a monolithic application into separate modules.
- Established new development guidelines utilizing SwiftUI, Swift concurrency, and the MVVM design pattern.
- Advocated for and implemented trunk-based development; set up CI/CD pipelines using Xcode Cloud.
- Designed and built custom AI agents and workflows using Claude, including automated code review processes and reusable skills for documentation generation and test case creation, accelerating feature delivery.
- Identified recurring parsing errors and breaking changes between backend and iOS when API contracts drifted; championed OpenAPI framework adoption across backend and iOS teams to standardize contracts and auto-generate code, preventing future integration breaks.

iOS Software Engineer

[Workable](#), Athens GR

Dec 2020 - Jun 2023

- Gain expertise in RxSwift and Reactive programming as the whole project has been set up using RxSwift
- Actively engaged in the hiring process, make interviews and evaluate candidates.
- Getting familiar with trunk based development & feature flags.
- Proposed and implemented a configurable way to adjust feature flags in debug builds right from the app, saving time for the whole team.
- Implementing new features using SwiftUI.
- Thoroughly unit test my code, along with getting familiar with snapshot tests and end-to-end tests (using Groovy & Appium).

Mid-Level iOS Software Engineer

[Advantage](#), Athens GR

Sep 2019 - Dec 2020

- Learn to deal with legacy code and big scale projects (gained strong objective C knowledge).
- Participate on an Academy teaching to 3 participants Swift & UI
- Getting familiar with CI, fastlane and Jenkins.
- Working with CryptoEngine & Keychain in order to secure our data saved on the iOS file system.
- Perfect understanding of the AppStoreConnect procedures as I was responsible for managing and releasing production releases for over 20 different bank applications.
- Suggested and developed the [GitManager](#) a Mac app that helps find differences between branches, monitor file changes between different branches etc.

Full Stack Software Lead Engineer

[The Blitz Inc](#), New York USA

Jun 2017 - May 2022

- Developed the [iOS Application](#) and a part of UI.
- Worked with Sockets, asynchronous tasks and background threading.

- Implemented & designed backend using Parse framework (MongoDB & Node.js)

Junior iOS Software Engineer

[Atcom SA](#), Athens GR

May 2018 - Sep 2019

- Worked in projects : [Eurobank](#), [IKEA Greece](#) [Taxiplon](#), [Prwto Thema](#) among others.
- Designing and developing a virtual assistant using machine learning technology, based solely on personal tech research and resources. Using the assistant the users were able to ask about their transactions history, create a new specific payment and even learn if they have paid a specific payment.
- Built numerous developer tools aiming at process and speed optimisation. Indicatively, these included: Remote Simulator, Localised strings Manager, Xcode project generator, etc..

Founder & Full Stack Software Engineer

[Wallhab](#), Athens GR

Feb 2014 - Dec 2015

- Designed & implemented backend using Parse framework.
- Developed the [iOS Application](#) and the UI.

Open Source Contributions

Apple, Swift OpenAPI Library

July 2025

- Contributed to Apple's Swift OpenAPI libraries implementing deepObject style support for nested query parameters through comprehensive serializer/parser updates and extensive test coverage. Merged into production ([apple/swift-openapi-runtime#100](#), [apple/swift-openapi-generator#538](#))

Areas of expertise & technical skillset

- Expert in [Swift](#) [Objective-C](#) [Javascript](#) [SQL](#).
- Strong debug knowledge using [LLDB](#), with source code or the executable, gained while I am developing the macOS debug application [Inspecto](#).
- Frameworks and tools I have used: [DialogFlow](#) [Vapor](#) [TensorFlow](#) [PromiseKit](#) [Node.js](#) [Git](#) [Jira](#) [Fastlane](#) [Stripe](#) [XCFramework](#) among others.
- Deep understanding of [AVKit](#) and camera configurations due to my video capturing & editing app [FaceMes](#). Also used [StoreKit](#) for in-app purchases.
- Experienced in [MVVM](#) [MVP](#) [VIP](#) design patterns.
- Build Command line tools and MacOS Apps.
- Worked with [Agile](#) methodology.

Education

B.Sc. in Digital Systems

University of Piraeus, Piraeus, Greece

09/2012 - Present

Languages

Greek	Native
English	Fluent
German	Intermediate