

Ibrokhim Movlonov

SENIOR MOBILE ENGINEER

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Senior mobile engineer with 7+ years building offline-first, high-scale mobile products — from on-device AI at Apple to an events platform powering 150+ white-label apps. Deep in Swift, concurrency, and data-layer architecture; ships iOS and Flutter products end-to-end, drives AI-assisted engineering, and is founding engineer of an AI health app.

SELECTED ACHIEVEMENTS

- ▶ **Performance at scale:** cut app loading times 25% and post-release bugs 35% at EPAM while launching apps that passed **~500K downloads** in five months.
- ▶ **Offline-first architecture:** own the sync engine and prepopulated per-event databases that keep full event content available to thousands of attendees with zero connectivity, across every branded app on the platform.
- ▶ **AI engineering:** trained and evaluated Apple Intelligence LLMs inside a 100+ engineer program; co-built an agentic CI pipeline that turns Jira tickets into cross-platform architecture specs.
- ▶ **Product ownership:** founding engineer at an AI health startup — built its Flutter app from an empty repo to the App Store solo — plus two personal apps live on the stores.

EXPERIENCE

Senior iOS Engineer · ExpoPlatform, United Kingdom Oct 2025 – Present

Stack: Swift, UIKit, SwiftUI, Swift Concurrency, Core Data, SQLite, WebSockets, React Native (Expo), XcodeGen, Firebase

- Develops a white-label events-platform iOS codebase powering 150+ branded apps for large-scale international exhibitions from a single multi-target project.
- Owns the offline-first architecture end-to-end — delta-sync engine and Core Data persistence with prepopulated per-event databases.
- Resolved critical performance bottlenecks on the most data-heavy screens by re-architecting the data access layer with scoped fetches, lazy loading, and structured-concurrency parallelization, dramatically reducing load times on events with tens of thousands of records.
- Leads the data layer of the company-wide React Native (Expo) migration, designing the SQLite persistence and repository contracts adopted by feature teams across platforms.
- Drives AI-assisted engineering on the mobile team: co-built (hackathon, team of 3) an agentic CI pipeline — Claude Code with Jira/Confluence MCPs — that reads a ticket, analyzes the iOS and Android codebases, and publishes a cross-platform architecture spec to Confluence.
- Delivered major product capabilities from concept to App Store release — lead capture with offline autosave, interactive offline floor plans, and deep-linked push-notification navigation.
- Drove production stability for live events where downtime is not an option: eliminated recurring crashes through thread-safe architecture, hardened real-time WebSocket sync, and owned time-critical releases.
- Championed internationalization across the platform — multi-language support and locale-aware search, sorting, and sectioning — serving global event audiences.

Senior iOS Engineer · Turing, United States Jan 2024 – Sep 2025

Stack: Swift, SwiftUI, UIKit, async/await, Actors, LLM integrations

- Designed and developed iOS apps using Swift, SwiftUI/UIKit, and modern concurrency tools like async/await, GCD, and Actors.
- Maintained a strong focus on code readability, security, and stability through comprehensive testing.
- Employed LLMs within mobile applications to drive AI-powered innovations.
- Built and maintained new app versions, improving performance and reliability through robust testing and regular optimizations.
- Collaborated with cross-functional teams (PMs, designers, QA) to deliver features from concept to release.
- Continuously explored and adopted new technologies to boost development efficiency.

LLM Training — Mobile Engineer · Apple (via Turing), United States Apr 2024 – Dec 2024

Stack: on-device LLMs, data/annotation pipelines, internal Apple tooling

- Collaborated with a large-scale, cross-functional engineering team (100+ developers) to enhance Apple Intelligence features on iOS.
- Contributed to the training, evaluation, and optimization of on-device Large Language Models (LLMs) for mobile platforms.
- Developed internal tools and automated workflows to support data processing, annotation, and model validation pipelines.
- Worked closely with Apple engineers across teams (iOS, ML, and infra) to ensure seamless integration of intelligent features into the iOS ecosystem.
- Ensured privacy-preserving computation and compliance with Apple's secure data processing policies.
- Worked in fast-paced, agile sprints using internal project management and collaboration tools.

Senior iOS Engineer · EPAM Systems, United States Aug 2022 – Dec 2023

Stack: Swift, UIKit, Core ML, Google MLKit, AVFoundation, Universal/Dynamic Links, unidirectional architecture, modularization, Fastlane/CI-CD

- Resolved critical performance bottlenecks, cutting loading times 25% and lifting overall app responsiveness 10%.
- Led end-to-end development and App Store launch of apps surpassing ~500K downloads within five months.
- Implemented a referral feature using Universal Links and Dynamic Links that boosted users by 15+% of the total base.
- Applied Core ML and Google MLKit Pose Detection to power guided sports exercises, and Camera/Audio frameworks to enhance multimedia capabilities.
- Localized app content into a number of languages with full RTL and Arabic support; authored user guides that improved first-time onboarding.
- Established robust testing procedures, reducing post-release bugs by 35%; introduced UI frameworks that improved user engagement 25%.
- Automated CI/CD pipelines and architected scalable solutions across modularized codebases (unidirectional, MVVM, MVP, MVC), building UI both with storyboards and programmatically.

- Stack:** Swift, VIPER, Clean Swift, Firebase, feature toggles
- Well versed in the complete Software Development Life Cycle (SDLC), including designing, implementing, debugging, fixing, and maintaining software.
 - Promoted to Lead iOS Engineer; led the iOS mobile team, delegating tasks to team members and mentoring juniors toward higher-quality deliverables.
 - Interviewed and provided feedback on candidates, which led to successful hires.
 - Built applications from scratch to publication using different clean architectures — VIPER, Clean Swift.
 - Designed and implemented complex user interfaces (UI) from scratch; constantly followed code review, clean coding, and unit testing principles, and acquired design documentation habits.
 - Implemented a live chat feature using the latest SDKs and integrated almost all Firebase SDKs.
 - Drove application flow through feature toggles; experienced with security and privacy in iOS applications.
 - Integrated analytics to gather and interpret valuable insights, contributing to data-driven decision-making within the applications.

STARTUP & PERSONAL PROJECTS

ONU — AI Health & Prevention · Founding Engineer, Mobile (Apr 2026 – Present) — building the startup's Flutter app solo from an empty repo to the App Store: modular clean architecture (domain/data/state/UI kit), BLoC/Cubit, ObjectBox offline storage, RevenueCat subscriptions, AppsFlyer, Fastlane CI for both stores. [App Store](#)

Money Manager (Flutter) — personal-finance tracker with offline-first local storage. [Google Play](#)

AppLock — Privacy & Security (Swift · iOS) — privacy and security app built natively in Swift. [App Store](#)

SKILLS

Languages	Swift (expert), Dart, Objective-C, TypeScript/JavaScript, Python, SQL, C/C++, Java
iOS	UIKit, SwiftUI, Combine, Swift Concurrency (async/await, Actors), GCD, Core Data, SQLite, Realm, WebSockets, URLSession/Alamofire, Push Notifications (APNs, OneSignal), MapKit, Core Location, Core Bluetooth, AVFoundation, Core ML, Google MLKit
Cross-platform	Flutter (BLoC/Cubit, ObjectBox, go_router, RevenueCat), React Native (Expo), expo-sqlite, Dart, TypeScript
Infra & tooling	SPM/CocoaPods, XcodeGen, Tuist, Fastlane, CircleCI, Travis CI, Git, Firebase, Crashlytics, Sentry, Jira, Figma

EDUCATION

Inha University, Tashkent, Uzbekistan — B.Sc. Information and Communication Engineering

2015 – 2019