

# SERGIO WEHBE

## iOS Developer

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### PROFESSIONAL SUMMARY

iOS Developer specialized in building high-performance, scalable, and maintainable applications. I have managed iOS apps, ensuring code maintenance and implementing new features. Organized, detail-oriented, and rigorous. With over 4 years of experience, I have expertise in the entire app lifecycle, from planning to bug fixing. Motivated by new challenges, I am eager to gain international experience and ready to relocate.

### SKILLS

**Languages:** Native: Arabic. **Fluent:** English, French, and German. **Conversational:** Spanish, and Italian.

**Programming languages:** Swift, Objective-C, Python, JavaScript.

**Frameworks:** UIKit, SwiftUI, CoreData, Combine, ReactiveSwift, Alamofire, URLSession, Lottie, Express.js.

**Tools:** Xcode, TestFlight, Git, CocoaPods, Swift Package Manager, Firebase, Xcode Cloud, Fastlane, Jenkins, Postman, Node.js.

**Methodologies:** Agile, Scrum.

**Additional skills:** RESTful APIs, CI/CD, App Store deployment.

### PROFESSIONAL EXPERIENCE

#### RAY Labs

Beirut, Lebanon

#### iOS Developer & Mobile Team Lead

06/2022–01/2025

- Developed and maintained [40+ white-label iOS apps](#) used by 11000+ users, using Swift, UIKit, and Objective-C.
- Integrated 100+ REST APIs and implemented MVVM architecture to enhance scalability and maintainability.
- Implemented a design system with 20+ reusable components, reducing development time by 25%.
- Managed dependencies using CocoaPods and Swift Package Manager.
- Refactored legacy Objective-C code and migrated it to Swift for improved performance and maintainability.
- Monitored app stability with Firebase Crashlytics, reducing the crash rate by 8%.
- Implemented push notifications using Firebase Cloud Messaging.
- Collaborated within an Agile Scrum team alongside Product Managers, Backend engineers, and designers.
- Handled Git branch management and merge conflicts, actively participating in code reviews on GitHub and Bitbucket.
- Mentored junior developers and interns (iOS & Android).
- Integrated SwiftUI into UIKit-based views for a modernized UI experience.
- Optimized performance by 20% through unit testing and memory leak resolution.
- Wrote and maintained unit tests with XCTest to ensure code reliability.
- Automated CI/CD pipelines using Jenkins, Fastlane and Python scripts, reducing deployment time by 3 hours through automated builds, unit testing, QA version uploads, and App Store submissions.

#### GameFi

California, USA (Fully remote)

#### Full-Stack FinTech iOS Developer

07/2021 – 12/2021

- Used Swift & SwiftUI to develop the iOS app. Built the financial backend in Node.js using Express.js and Google Firestore Database. Built REST APIs integrated with the APIs of multiple financial services like Plaid and Sila, and other services like Microsoft Azure PlayFab. Deployed backend on Heroku servers.

#### Samir Shaker

Mount Lebanon, Lebanon

#### iOS Developer

07/2020 – 06/2021

- Used Swift & SwiftUI to make [Twinkly Christmas Card](#) iOS app. Worked closely with an experienced iOS Developer on his own app. Implemented Apple AR Kit to add effects like twinkles on pictures, and used gestures to control effects. Debugged, fixed bugs, and improved app performance.

### EDUCATION

#### ANTONINE UNIVERSITY

Baabda, Lebanon

Master of Computer Engineering (BAC + 5), Software Engineering Focus

2017-2022

### HOBBIES

- **Learning languages**
- **Traveling:** “Learn the language first, then go to the country”. I have been to France, Germany, Belgium, Italy, Poland, and Austria.
- **Sports:** Football, climbing, trampoline, and swimming