

SERGIO WEHBE

iOS Developer

Lebanon • sergiowehbe@gmail.com • +961 71 390 903 • [My Website](#) • [LinkedIn](#)



PROFESSIONAL SUMMARY

Sole developer of [InvoiceYou: Invoice Maker](#), an invoicing app for small businesses. I have managed my own app and other companies' iOS apps, ensuring code maintenance and implementing new features. I am organized, detail-oriented, and rigorous. With over 5 years of experience, I have expertise in the entire app lifecycle, from feature design to bug fixing.

SKILLS

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

Programming languages: Swift, C++, 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

[InvoiceYou: Invoice Maker](#) - iOS App

Beirut, Lebanon

Founder & Sole Developer

05/2025–Present

- Develop the app using: Swift 6, SwiftUI, Core Data + CloudKit, TipKit, OSLog.
- Develop a C++ library to render the PDF invoice (using PoDoFo), and Factur-X (EN 16931) e-invoices.
- Design payroll and subscriptions (monthly/yearly), intro offers, grace period, and Family Sharing.
- Ship to App Store using Fastlane: automated screenshots, build, upload, and submit for review.

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 memory leak resolution and wrote unit tests (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 (Remote job)

Full-Stack FinTech iOS Developer

07/2021 – 12/2021

- Developed iOS app in Swift & SwiftUI. Built financial backend in Node.js using Express.js and Google Firestore. Built REST APIs integrated with multiple financial services (Plaid, Sila, and Microsoft Azure PlayFab). Deployed on Heroku servers.

Samir Shaker

Mount Lebanon, Lebanon

iOS Developer

07/2020 – 06/2021

- Developed [Twinkly Christmas Card](#) iOS app in Swift & SwiftUI. 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.

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, swimming, and water polo.