



Miroslav Kuťák

Senior iOS Developer

"Remote iOS developer passionate about building apps, architecture, and mentoring others."

Summary

Senior iOS Engineer with 14+ years of experience building high-performance consumer-facing mobile apps across HealthTech, media, eCommerce, and social platforms. Expert in Swift, SwiftUI, UIKit, Objective-C, structured concurrency, testing (unit/integration/E2E), modular architecture, and scalable systems. Known for writing clean, maintainable, and testable code, driving architectural improvements, and delivering high-quality features at startup speed. Strong communicator, data-driven thinker, and entrepreneurial problem-solver with a track record of shipping rapidly in fast-paced, high-growth environments.

Experience

- 2015–Present **Senior iOS Expert (Consultant)**, *Codementor*, Remote.
- Provide hands-on guidance to teams and individual developers on Swift, SwiftUI, async architecture, testing, and debugging complex production issues.
 - Help startups stabilize and scale their apps by refactoring critical paths, improving data flow, and modernizing legacy codebases.
 - Support hundreds of clients with feature design, code reviews, production firefighting, and long-term architectural recommendations.
- 2024–2025 **iOS Engineer**, *Fext*, Remote.
- Developed new features and participated in a full redesign of the Fext iOS app.
 - Worked with UIKit, Swift, Firebase, Twilio SDK, RevenueCat and related tooling to support messaging, subscriptions, and real-time functionality.
 - Improved code structure and stability while coordinating closely with product and backend teams.
- 2022–2024 **iOS Engineer**, *Intelligent Business Platforms*, Remote.
- Built an AI-powered note-taking application for iOS from the ground up.
 - Designed the app's architecture, implemented core features, and integrated AI-driven processing and transcription workflows.
 - Delivered a production-ready app with clean, maintainable SwiftUI-based and AWS backend foundations suitable for long-term scaling.

- 2021–2022 **iOS Engineer**, *Brigham and Women's Hospital*, Remote.
- Took over development of a clinical research app and completed the migration to a fully SwiftUI-based interface.
 - Improved UI state handling and async workflows to make the app more predictable and maintainable for future research teams.
 - Collaborated with clinicians, designers, and backend engineers to translate research requirements into stable, testable app features.
- 2018–2019 **Senior iOS Developer**, *Proactive Life Inc (SonicSleep)*, Remote.
- Modernized and refactored the SonicSleep iOS and watchOS apps while continuing active feature development.
 - Reorganized the project's core modules to reduce complexity and allow faster iteration by a small engineering team.
 - Implemented improvements to audio and sensor processing pipelines used in the sleep-therapy feature set.
- 2019–2021 **iOS Engineer**, *HealthTech Startup (NDA)*, Remote.
- Designed and implemented a reusable HealthKit/CareKit-based SDK adopted by multiple partner applications.
 - Improved background processing and data ingestion reliability for health-related workflows.
 - Worked closely with stakeholders to ensure the SDK was clear, stable, and easy for external teams to integrate.
- 2021–2022 **Senior iOS Developer**, *MakeTimeFlow / Chariot Solutions / Hollywood.com*, Remote.
- Took ownership of challenging app components across several client projects—SwiftUI UI layers, REST integrations, and push-notification workflows.
 - For Hollywood.com: led the refactor of the codebase and implemented a complete ticket-purchase and refund flow using Stripe and WebSockets.
 - Helped teams stabilize their code, plan features, and ship production updates on a short timeline.
- 2021 **iOS Engineer**, *REUP*, Remote.
- Maintained and extended the REUP iOS app, delivering new user-facing features and resolving critical stability issues.
- 2016–2019 **Senior iOS Developer, iOS Team Lead**, *Sports Analytics, LLC*, Remote.
- Built the iPhone/iPad TennisLocker applications from the ground up, focusing on a modular architecture reusable across the company's portfolio.
 - Led a team of four iOS developers, providing technical direction, documentation, and planning.
 - Set up CI/CD (Fastlane, automation scripts) and established practices that supported frequent, reliable releases.
- 2016–2020 **Co-Founder / CTO**, *Movez Technologies, Inc.*, Remote.
- Designed and built the initial iOS app for a social events platform, delivering a full MVP in under two months.
 - Oversaw all technical decisions: architecture, backend/API collaboration, development workflow, and scaling strategy.
 - Hired and led a small engineering team while balancing rapid product iteration with long-term maintainability.

- 2011–2018 **iOS Developer (Multiple Roles)**, *Various Companies*, Remote.
- Delivered 15+ iPhone/iPad applications for startups and enterprise clients—shopping apps, offline-first tools, social platforms, and promotional apps.
 - Worked extensively with UIKit, Core Data, Core Graphics, networking layers, and custom components for performance-sensitive features.
 - Set up CI/CD pipelines (Jenkins, Bitrise, Fastlane) and modernized legacy codebases while maintaining active development schedules.

Education

- 2010–2014 **Bachelor's Degree in Software Engineering**, *Czech Technical University in Prague*.
- 2001–2010 **Gymnázium Benešov**.

Technical Skills

- Languages Swift, SwiftUI, Objective-C, UIKit, Combine
- Architectures MVVM, MVC, Clean Architecture, Modularization, SOLID
- Frameworks HealthKit, CareKit, AVFoundation, StoreKit, CoreData, WatchKit, MapKit
- Tools Xcode, Git, GitHub Actions, Fastlane, Bitrise, Jenkins, Instruments, REST, JSON, GraphQL
- Specialties Performance Optimization, Concurrency, SDK Development, CI/CD Automation, Scalable Systems

Languages

- English **Very Fluent, almost Native**
- Czech **Native or Bilingual**
- Slovak **Professional Working**
- German **Limited Working**

Awards

- 2016–2017 Ranked #1 iOS & Swift Mentor on Codementor (Global)
- 2018 Recognized for excellence in remote mentorship and engineering leadership
- 2025 Over 2000 Sessions on Codementor and 1000 5* ratings, average 5.0/5

Interests

- iOS Architecture
- HealthTech
- Remote Work Efficiency
- Open-source
- Mentorship
- AI-assisted development