

Miroslav Kuťák

Senior iOS Developer

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Summary

Senior iOS Engineer with 14+ years of experience in iOS development and Software Development across HealthTech, media, eCommerce, and social platforms. Skilled in Swift, SwiftUI, UIKit, Objective-C, concurrency, modular architectures, design patterns, and object-oriented design. Experienced in building and maintaining mobile applications, integrating AI-assisted workflows, and contributing to long-term maintainable codebases. Strong background in continuous integration (CI/CD) and development automation, concurrency, modular architecture, and testing methodologies. Known for an organized and friendly working style, clear communication, and practical problem-solving in cross-functional environments.

Distinguished performance assisting over 1000 clients on Codementor.io with average 5.0/5 rating. A proven record of mentoring, training and leading teams.

Practical experience with AI-driven and AI-assisted full-stack development.

Technical Skills

Core	Swift, SwiftUI, Objective-C, iOS development, mobile applications
Software Development	object-oriented design, modular architecture, MVVM, MVC, Clean Architecture, SOLID
Tooling	Xcode, Git, GitHub Actions, Fastlane, Bitrise, Jenkins, Instruments
Automation	continuous integration, CI/CD, build automation, testing automation
Frameworks	AVFoundation, AVKit, Background Tasks, CallKit, CareKit, CloudKit, Combine, Contacts, CoreBluetooth, CoreData, CoreGraphics, CoreImage, CoreLocation, CoreML, CoreMotion, CryptoKit, HealthKit, NaturalLanguage, Security, StoreKit, SwiftUI, UIKit, Watch Connectivity
Data / APIs	REST, JSON, GraphQL
Other	AI-assisted development, performance tuning, refactoring

Experience

- 12/2015 – **Senior iOS Expert (Consultant)**, *Codementor*, Remote.
- Present
- Provide guidance on Swift, SwiftUI, iOS development practices, Software Development principles, object-oriented design, debugging, and tooling.
 - Assist teams with stabilizing applications and modernizing legacy codebases across multiple production scenarios.
 - Support clients through feature planning, code reviews, and resolving issues encountered in real-world mobile applications.
- 01/2024 – **iOS Engineer**, *Fext*, Remote.
- 11/2025
- Contributed to multiple feature releases and an app redesign using Swift and UIKit.
 - Integrated Firebase, Twilio SDK, and RevenueCat across several user-facing workflows.
 - Improved code structure and overall app reliability while collaborating closely with backend and product teams.

- 12/2022 – **iOS Engineer**, *Intelligent Business Platforms*, Remote.
- 01/2024
- Built an AI-powered mobile application using SwiftUI, structured concurrency, and modern Software Development patterns.
 - Defined the application architecture and delivered several core feature modules.
 - Integrated AI-driven processing and transcription workflows using AWS components.
- 08/2021 – **iOS Engineer**, *Brigham and Women's Hospital*, Remote.
- 12/2022
- Continued development of a clinical research mobile application and completed migration to SwiftUI.
 - Improved UI state handling and async behavior across a wide range of screens to support predictable, stable behavior.
 - Collaborated with clinicians, designers, and backend engineers to deliver features for ongoing research studies.
- 04/2021 – **Senior iOS Developer**, *MakeTimeFlow*, Remote.
- 09/2022
- Supported multiple client mobile applications, owning SwiftUI interfaces, REST integrations, and push-notification workflows.
 - Developed a complete ticket-purchase and refund flow using Stripe and WebSockets.
 - Helped stabilize codebases and ship production updates across short release cycles.
- 12/2021 – **iOS Engineer**, *Hollywood.com / Chariot Solutions*, Remote.
- 08/2022
- Took ownership of major app components and improved overall architecture.
 - Implemented ticket-purchase and refund functionality using Stripe and WebSockets.
- 06/2021 – **iOS Engineer**, *REUP*, Remote.
- 08/2021
- Maintained and extended user-facing application flows.
 - Resolved stability issues and delivered incremental feature updates.
- 12/2019 – **iOS Engineer**, *Secret HealthTech Startup (NDA)*, Remote.
- 08/2021
- Created a reusable HealthKit / CareKit SDK adopted by several partner applications.
 - Enhanced background processing reliability across multiple health data ingestion flows.
 - Delivered integration guidance and documentation used by external engineering teams.
- 12/2016 – **Senior iOS Developer**, *Sports Analytics, LLC*, Remote.
- 11/2019
- Built the TennisLocker mobile applications using a modular architecture.
 - Led a team of four developers across multiple planning and development cycles.
 - Set up CI/CD automation using Fastlane and related tooling.
- 07/2016 – **Co-Founder / CTO**, *Movez Technologies, Inc.*, Remote.
- 03/2020
- Built the initial iOS MVP with full end-to-end feature coverage.
 - Oversaw architecture decisions and coordinated backend/API integrations.
 - Led a small engineering team through continuous product iterations.
- 11/2015 – **Senior iOS Developer**, *Avial Ltd*, Remote.
- 09/2018
- Developed the FindMe iOS app from the ground up.
 - Built network and model layers using clean architectural patterns.
 - Set up CI workflows and improved code quality.
- 09/2015 – **Senior iOS Developer**, *WDF*, Remote.
- 02/2016
- Led a team of three developers delivering a secure social platform.
 - Delivered a HIPAA-compliant app to the App Store in under six months.
- 02/2014 – **Co-Founder / CTO**, *Forbidd Ltd*, Remote.
- 11/2015
- Built a social marketing platform and native iOS app.
 - Led hiring and scaled the engineering team from 2 to 12 developers.
- 02/2012 – **iOS Developer**, *Crazy Tomato*, Remote.
- 03/2014
- Developed multiple enterprise and App Store apps.
 - Built custom UIs, Core Data models, and offline architectures.

- 2011 – 2012 **Junior iOS Developer**, *IMPER CZ*, Remote.
◦ Implemented PDF preloading, custom components, and push notifications.
- 03/2004 – **Game Developer**, *Haunebu Software*, Remote.
11/2011 ◦ Developed 2D and 3D games including Panzer Tournament and Inventor Arena.

Education

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

Languages

- English Very Fluent
Czech Native
Slovak Professional Working
German Limited Working

Awards

- 2016–2017 Ranked #1 iOS & Swift Mentor on Codementor (Global)
2018 Recognition for remote mentorship and engineering leadership
2025 Over 2000 Codementor sessions with more than 1000 five-star ratings

Interests

- iOS Architecture
- HealthTech
- Remote Work Efficiency
- Open Source
- Mentorship
- AI-Assisted Development