CONTACT

EMAIL
2002.sadraei@gmail.com

LOCATION
Tehran, Iran — open to remote work

GITHUB
github.com/themoein100

LINKEDIN
linkedin.com/in/moeinsadraei

TECHNICAL SKILLS

Swift & SwiftUI
Multiple shipped iOS apps. State management, data persistence, advanced UI animation, responsive interfaces.

UIKit & Concurrency
UIKit, Combine, async/await, MVVM, reusable module design.

Device Security
App Attest, DeviceCheck, Secure Enclave, Keychain, hardware-backed request signing.

Networking
NetworkExtension, packet tunneling, REST APIs, Cloudflare Workers.

Data & Backend
Core Data, Firebase (Auth, Firestore, Cloud Messaging), StoreKit in-app purchases.

Tooling
Xcode, Instruments, Swift Package Manager, Git & GitHub, App Store Connect. Some Go.

EDUCATION

MSc, Computer Hardware Engineering
Islamic Azad University, Science & Research Branch, Tehran
2025 – Present

BSc, Computer Engineering
Islamic Azad University, Central Tehran Branch
2020 – 2024

LANGUAGES

Persian — native

English — reads technical documentation, writes docs and code reviews, collaborates with international teams day to day.

Moein Sadraei

iOS Developer — Swift, SwiftUI, UIKit

iOS developer with four years of Swift experience, building and shipping native apps to the App Store. Currently building a production messaging app. Beyond everyday app work I focus on the harder edges of the platform — hardware-backed security with App Attest and the Secure Enclave, and network tunneling with NetworkExtension — and publish that work as open-source Swift packages. Studying for an MSc in computer hardware engineering, which lines up directly with the security side of iOS.

PROFESSIONAL EXPERIENCE

iOS Application Developer
Jun 2025 – Present

ADYMOB Bilişim Limited Şirketi

- Built a full-featured messaging app in Swift and SwiftUI with real-time chat, voice messaging, and media sharing.
- Implemented hardware-backed request signing with Apple App Attest and the Secure Enclave, so the backend can verify a request came from a genuine, unmodified build on real hardware.
- Integrated Firebase for real-time sync, push notifications, and authentication, plus third-party APIs across the app.
- Reduced crashes and improved stability through profiling, targeted refactors, and rigorous debugging.
- Designed interfaces following Apple's Human Interface Guidelines and shipped releases through App Store review.
- Worked alongside designers and backend engineers to ship features on a regular release cycle.

iOS Developer
Jan 2024 – May 2025

NikaTech Solutions · Full-time

- Developed and maintained production iOS applications with a focus on scalable, testable architecture.
- Built reusable Swift modules and components that cut development time on later projects.
- Reduced app crashes through code optimisation and systematic debugging sessions.
- Designed and implemented interfaces that improved navigation clarity and user engagement.

iOS Developer
Jan 2023 – Dec 2023

Self-Employed · Freelance

- Delivered custom iOS apps for clients end to end — requirements, architecture, UI, testing, and App Store submission.
- Built clean, responsive interfaces with SwiftUI and UIKit; integrated REST APIs, Firebase, and in-app purchases.
- Managed the full project lifecycle independently, from first conversation to shipped release.

Customer Support & Sales Representative
Apr 2021 – Nov 2022

Ars Mobile Center

- Supported customers by phone, managed orders and sales follow-ups, and troubleshot product issues.

OPEN-SOURCE PROJECTS

AppAttestClient `SWIFT PACKAGE` github.com/themoein100/AppAttestClient
Zero-dependency implementation of Apple App Attest and Secure Enclave request signing. Handles the production failure modes most samples skip: key regeneration after restore or reinstall, assertion counter drift, attestation rejection, and clean retry semantics.

CyloStack `ON THE APP STORE` github.com/themoein100/cylostack
A 2.5D neon stacking game in Swift for iOS, iPadOS, macOS, and visionOS. Every API call is protected end-to-end with App Attest: the app produces a hardware-backed attestation in the Secure Enclave and a Cloudflare Worker verifies it server-side before responding.

MXray & libXray-apple `SWIFT + GO` github.com/themoein100/MXray
Wraps a Go networking core as a memory-tuned xcframework and exposes it through a clean Swift API, so an app can integrate the transport layer without touching Go, cgo, or the build toolchain. Cross-language builds, memory profiling under NetworkExtension limits, and Swift Package Manager packaging.

ScoreWise `SWIFTUI` github.com/themoein100/ScoreWise
Exam-score calculator handling negative marking, with live results and progress charts built on Swift Charts.