

- Results-driven iOS developer with 7+ years of experience building and iterating on mobile products with measurable user impact.
- Strong expertise in SwiftUI, Combine, GraphQL, MVVM, Clean Architecture, and modular app design.
- Proven at leading cross-functional initiatives, defining success metrics, instrumenting Mixpanel, and using insights to improve release reliability and user experience.
- Product-minded engineer focused on experimentation and data-driven iteration.

Experience

Career Break & Independent Work

NA, Remote / Travelling

August 2024 -
Current

- Built and shipped Ironboard, a powerlifting leaderboard app using SwiftUI, Swift Concurrency, and Supabase; also developed Giftr, a gift recommendation app
- Published a technical blog on Swift Concurrency, SwiftUI navigation, and more — lukejones1.github.io
- Completed Swift Concurrency certification (Dec 2025)
- Travelled through Central and South America

Senior IOS Engineer

Choco, Berlin, Germany

August 2022 -
April 2024

- Recruited, aligned, and led multiple teams to deliver a full rewrite of the push-notification architecture, significantly improving reliability.
- Introduced a new feature-module architecture, changing how modules were implemented and enabling independent team releases.
- Co-led the iOS design system, standardizing UI components across 5+ teams and improving consistency and delivery speed.
- Tech stack: SwiftUI, Combine, GraphQL, SPM, MVVM, Clean Architecture, Bitrise

IOS Engineer

Bloom, Berlin, Germany

June 2021 - April
2022

- Decoupled analytics layer, inverting dependencies for Mixpanel, Firebase, CleverTap, and AppsFlyer.
- Pioneered release captain role, accelerating weekly release cycle and improving on-time delivery.
- Introduced feature-lead model, enhancing stakeholder communication and ownership.

Websites, Portfolios, Profiles

- lukejones1.github.io

Highlights

- SwiftUI
- Swift Concurrency
- Combine
- RxSwift
- GraphQL
- MVVM
- Clean Architecture
- Bitrise
- Unit, UI & Snapshot Testing
- Mixpanel

Languages

English

Spanish

- Built gallery app for snapshot testing and isolated UI component development, boosting QA efficiency.
- Berlin, Germany

iOS Engineer

Memrise, London, England

April 2019 - June 2021

- Led the build process for both internal user-testing sessions and public App Store releases.
- Optimised CircleCI pipelines, reducing build times and boosting team productivity.
- Developed and maintained our cross-platform Kotlin library, which drives the core learning logic on mobile.
- Leveraged BigQuery to visualise critical health metrics such as course-download failure rates, app-launch times, and open-bug trends.
- London, England

Junior iOS Engineer

Pulselive, London, England

February 2018 - April 2019

- Integrated third-party SDK's including video libraries to present live streams and on-demand videos.
- Collaborated with design to deliver high-engagement sports apps used by millions globally.
- Constructed and handled in-app subscriptions and purchases for iTunes Store.
- London, England

iOS Engineer

Founder

March 2017 - February 2018

- Architected and built two iOS apps plus PHP/MySQL backend on AWS EC2.
- Developed RESTful API (PHP) and Swift Alamofire client, secured with JWT and Basic Auth.

Certifications

- [Swift Concurrency Course](#) - December 2025
- [Essential Developer](#) - 2020