

# Behdad Keynejad

## iOS Developer

Tehran, Iran

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Following 3+ years of technical leadership at a large-scale company with more than 40 million users, I am looking to transition back to being a software engineer. Although I enjoy leading and growing teams, I prefer being more hands-on on a day-to-day basis.

## Work Experience

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### iOS Tech Lead

#### Snapp!

Tehran, Iran

Mar 2018–Mar 2021

- Created a **scalable app architecture** using **protocol-oriented** programming and Clean Architecture principles after studying app architectures such as VIPER, Uber RIBs, MVVM and Clean Swift. ([Link](#))
- Initiated, planned and worked on the project of **migration** of legacy code of Passenger app from Objective-C and MVC to **Swift** and the new architecture. ([Link](#))
- Led the **rewrite** project of the Driver app from Objective-C and MVC to Swift, based on an overhaul of the application from design and usability standpoints. ([Link](#))
- **Designed and architected** the technical part of many impactful features across both Passenger and Driver apps such as Chat, Change Destination, Area Gateways and the transition to being a super app offering multiple services.
- Standardized development workflow by creating a Git branching model, introducing **code review** processes and using SwiftLint and Danger. ([Link](#))
- **Automated release process** using Xcode Server and GitLab CI/CD which decreased QA lead time by 1 hour. ([Link](#))
- Eliminated the need for writing mocks and stubs boilerplate code for **unit tests** by automating it using SwiftyMocky.
- Enabled product-based team structure by setting up **release train** processes so teams could work on the same code base independently resulting in smaller and regular releases every two weeks.
- Cared for accessibility of the Passenger app by implementing VoiceOver support.
- Hired and **led a team of 12** during the scale-up phase by interviewing 100+ candidates.
- **Mentored** less experienced employees in both engineering and leadership career paths.
- Played an active role in growing the engineering team from 20 to 300+ by making hiring plans based on **OKRs**.
- Spearheaded the effort on **diversity and inclusion** by hiring the first female developer in the engineering team.

### iOS Developer

#### Snapp!

Tehran, Iran

May 2017–Feb 2018

- Added support for multiple map tile providers by wrapping implementations in a protocol.
- Architected the **map framework** which was later used in both Passenger and Driver apps.
- Adapted all the custom views of the app to Safe Area after the launch of iPhone X. ([Link](#))
- **Designed the API** for our in-house network module. ([Link](#))
- Unified coding style in the team by writing a Swift style guide. ([Link](#))
- Added support for **Multitasking on iPad**.

### iOS Developer

#### Lyan

Tehran, Iran

2016–2017

- Developed an app for business owners of an e-commerce platform.

### iOS Developer

#### Freitag & Co

Frankfurt, Germany

Summer 2016

- A summer internship program during which I developed an office management app.

### iOS Developer

#### Nazdiktarinha

Tehran, Iran

2015–2016

- Developed an app showing nearby points of interest, events and venues.

## Education

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- **B.Sc. Computer Engineering**, Sharif University of Technology, Tehran. 2011–2017

## Languages and Technologies

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- Languages: Swift, Objective-C, Python3, JavaScript
- Technologies: UIKit, Auto Layout, SwiftUI, Combine, Xcode Server
- Other: iOS App Architecture, GitLab CI/CD, Git, Code Signing

## Projects

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- **SNPArchitecture** is a scalable iOS app architecture used for iOS apps in Snapp! based on VIPER, RIBs and Clean Swift. ([Link](#))
- **iOS App Signer** is a fork of a project with the same name which I modified to accommodate our team needs in Snapp!. ([Link](#))

## Writing & Talks

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- A post on why we decided to rewrite the Passenger app in Snapp! and the challenges we faced during the rewrite process. ([Link](#))
- A post on iPad's 10th anniversary. ([Link](#))
- A post about productivity and mental health in Farsi. ([Link](#))
- An introduction and a demo on SwiftUI in Farsi. ([Link](#))
- A short talk on the basics of Code Signing in Farsi. ([Link](#))

## Interests

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- Apple and technology in general.
- Playing racket sports such as Tennis, Padel, Squash.
- Watching (and nerding about) Formula 1.
- You can find me on the internet using the regular expression `behda+d: behda{2}d@GitHub | behda{2}d@LinkedIn | behda{1}d@Medium | behda{1}d@StackExchange | behda{3}d@Twitter | behda{8}d@Instagram`.