

MOUSTOIFA MOUMINI

IOS DEVELOPER



<https://moustoifa.moumini.xyz>



Paris 13

Passionate iOS Developer specializing in creating intuitive and high-performance applications for iPhone, iPad, and Vision Pro. Proficient in Swift and SwiftUI, I have led the end-to-end development of multiple app projects, significantly enhancing user experience. I am constantly exploring new technologies and best practices to stay at the forefront of innovation in mobile development.

SKILLS

ARCHITECTURE AND DESIGN PATTERNS

PROJECT MANAGEMENT

UX/UI OPTIMIZATION

CONTINUOUS LEARNING

CROSS-PLATFORM COLLABORATION

LANGUAGE

SWIFT	●	●	●	●	●
SWIFTUI	●	●	●	●	●
OBJ-C	●	●	●	●	●

INTERESTS

- Cinema, music, video games, and the arts in general.

REFERENCES

Simon Oualid
Chief Information Officer (CIO)
Arte



DEGREES

Apr. 2022 - Dec. 2022

Executive Certificate Digital Architect

CentraleSupélec - Paris

2013 - 2016

42 Cursus - Computer Architect - Level 21

42 - Paris



PROFESSIONAL EXPERIENCE

mars. 2025 – Present

iOS Developer

Voodoo

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Jun. 2024 - mar 2025

Lead Developer

Oskey

Developed a SwiftUI application using MVVM and Clean Architecture. Integrated advanced features like WebRTC, BLE, and transcription with Whisper.cpp, delivering a high-performance, user-friendly app.

Oct. 2023 – Present

VisionOS App Developer - Founder

NFTVisionAR

Developed NFTVisionAR, an immersive Vision Pro app combining AR and NFTs using SwiftUI, ARKit, and RealityKit. Delivered an innovative user experience in VisionOS.

Dec. 2016 – Jun. 2024

VP of Engineering

Keakr

Led development of the Keakr app, integrating blockchain technology. Built features using Swift, SwiftUI, and Objective-C, while managing Agile processes.

Oct. 2016 – Nov. 2016

iOS App Developer Intern

AV Prod

Created iOS applications tailored to client needs, focusing on usability and performance.