Domagoj Kulundžić

Principal iOS Engineer • Mobile Platform

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SUMMARY

Principal iOS Engineer with 12+ years building and leading native iOS apps, most recently on a BaFin-regulated digital wealth management product. Strong in modular architecture, Swift Concurrency, testing strategy and release engineering, with a track record of mentoring engineers and setting team standards. Brings AI both into how teams ship software, through agent-driven workflows on Claude Code, and into products, through LLM features built on the Claude API. Specializes in the mobile platform around iOS: Android via Kotlin Multiplatform, plus web and backend (Next.js, Nest.js).

PROFESSIONAL EXPERIENCE

WHITEBOX — Remote **MAR 2025 – OCT 2026**

Principal iOS Engineer (hired as Senior iOS Engineer; promoted after operating at principal scope within 3 months)

BaFin-regulated digital wealth manager (robo-advisor), Freiburg, Germany; native iOS and Android apps.

- Hired as a Senior iOS Engineer and operating at principal scope within three months; formally appointed Principal iOS Engineer and designated a technical leader by the Engineering Manager, acting as his direct counterpart on architecture, planning and delivery decisions.
- Advanced the iOS application to a strictly enforced architectural format with explicit module boundaries and dependency rules, turning an increasingly organic codebase into one that is predictable to extend, safe to refactor and testable end to end.
- Hardened the security posture of a regulated financial product by defining and implementing the SSL certificate pinning strategy across ACM deployments, ensuring trust validation held consistently across every environment.
- Modernized the codebase around current Swift practice — Swift Concurrency and large-scale Combine pipelines — and led the migration path toward the Observation framework, keeping the app on a forward footing rather than in maintenance.
- Established a testing strategy built on Swift Testing, bringing business-critical systems such as maintenance mode and support availability under automated coverage and making the architecture's testability real rather than theoretical.
- Built the release engineering backbone for an app spanning six deployment environments (Dev, Dev-Wealth, Staging, Staging-Wealth, Sandbox, Production), automating every build the team distributes for QA and production through Fastlane and GitHub Actions.
- Closed the last manual step in the release chain with an App Store Connect webhook proxy that triggers release lanes automatically once a build reaches distribution-ready status, alongside automated release tagging and a QA-approval status check that blocks unverified merges.
- Introduced POEditor as the company-wide localization system, replacing ad-hoc string handoffs with an automated pipeline that pulls translations into the app on CI; adopted beyond the iOS team as the company standard.
- Drove the team's AI engineering initiative, introducing Claude Code with codebase-specific skills, rules and MCP integrations (GitHub, Jira, Figma, Slack), so AI-generated code follows the app's module boundaries and conventions instead of needing to be rewritten.
- Interviewed engineering candidates alongside the Engineering Manager, focusing on high-level technical reasoning and culture fit to protect the hiring bar of a small, senior team.
- Mentored engineers through regular one-on-ones and hands-on review, raising the quality bar across the team and building a culture where the standard is held collectively rather than enforced by one person.

Reference: Roman Matthias Keil, Engineering Manager, Whitebox — linkedin.com/in/romanmatthiaskeil

CAREER BREAK **SEP 2024 – FEB 2025**

Sabbatical

LEYA AI — Remote | Freelance **JUN 2024 – AUG 2024**

Senior iOS Developer

AI-powered English learning app: conversational practice with an AI tutor and feedback on pronunciation, grammar and word choice.

- In tandem with the Founding iOS Engineer, architected a robust architectural framework that supports a great user experience; directly contributing to achieving over 1k downloads weekly on the App Store.
- Developed robust automated testing frameworks with Xcode Cloud that improved application deployment speed by 50% and expanded overall testing capacity, enabling faster feature releases to end users.
- Guided the design team on best practices and feature feasibility, ensuring alignment with project timelines and budget constraints; maintained high-quality deliverables while completing features for 5 major app releases within deadlines.

- Executed comprehensive peer review processes to enforce consistent coding practices; achieved zero tech debt by identifying potential issues early, ensuring high-quality deliverables for critical projects on schedule.

DIGIHEY — Remote | Freelance **JAN 2024 – JUN 2024**

Senior iOS Engineer

- Created and tested a snappy and performant Pharmacopeia app that, compared to the previous legacy version, improved the user experience by 200%.
- Collaborated with designers and backend engineers to accommodate and streamline feature requests.
- Developed and implemented a robust MVVM architecture, reducing future maintenance time by approximately 30 hours monthly; ensured that the design was intuitive and easily navigable for client developers handling updates.
- Created efficient continuous integration frameworks with an emphasis on full automation through tools like Fastlane; minimized manual intervention, allowing for seamless releases every week rather than bi-weekly cycles.

CAREER BREAK **JAN 2023 – DEC 2023**

Sabbatical

MARTIAN & MACHINE — Remote | Freelance **MAR 2022 – DEC 2022**

Senior iOS Engineer

- Spearheaded the architectural design within the founding team, achieving a 100% increase in both development speed and feature implementation efficiency while ensuring seamless collaboration among engineering members.
- Developed coding standards that enabled the team to produce consistent code, reducing any technical debt to a minimum.
- Initiated unit testing practices that increased code coverage by at least 75%.
- Made crucial architectural decisions that allowed feature modularization into isolated components, making the whole codebase highly scalable and composable.
- Established clear guidelines for coding standards and conducted training sessions leading junior developers toward excellence; cultivated a collaborative environment resulting in reduced bugs reported during testing phases by over two-thirds.

CAREER BREAK **JAN 2022 – FEB 2022**

Personal Projects

SOFTWARE SAUNA — Remote | Freelance **MAY 2020 – DEC 2021**

Lead iOS Engineer

- Reduced the chance of any wasted development effort to a bare minimum by planning and executing a granular rebuild of the Gixon platform, saving the client tens of thousands of euros in the process.
- A valued technical advisor and right hand of the product owners, making the product decision-making process streamlined, efficient and, most importantly, grounded in reality.
- Led the frontier for feature initiatives, creating proofs of concept and detailed specifications for implementation, resulting in significant product growth improvements.
- Set up automated pipelines using Fastlane and GitHub Actions to test and distribute the application within appropriate channels, improving the testing capacity and speed.
- Mentored and guided a Mid-level iOS Engineer, bringing code quality output to a high standard, as well as upgrading foundational understanding of good API design and well structured and defined architectures.
- Developed structured onboarding materials detailing key coding principles aimed at new hires; as a result, reduced ramp-up time by over three weeks while ensuring consistent adherence to high-quality standards across all projects.

CAREER BREAK **NOV 2019 – APR 2020**

Sabbatical

MARTIAN & MACHINE — Remote | Freelance **JUL 2018 – OCT 2019**

Senior iOS Engineer

- Devised a unique Unity to iOS integration that was the backbone for a server-client Unity rendering server, which allowed for amazing gamification elements, resulting in an exciting and polished user interface.
- Improved Google Maps rendering and performance by 50% by optimizing element fetching, processing and, finally, rendering timing.
- Documented detailed specifications on the communication process with the Unity rendering server, improving consistency and efficiency.

POVIO — Remote | Freelance **MAR 2018 – JUL 2018**

Senior iOS Engineer

- Conceived an SDK that provided a user-friendly API framework, forming the backbone of a smart utility app; enhanced developer efficiency by 30% through improved usability and increased code readability.

- Mentored and guided a Junior iOS Engineer, bringing code quality output to a high standard, as well as improving foundational understanding of good API design and well structured and defined architectures.

CAREER BREAK **JAN 2018 – FEB 2018**

Personal Projects

GIDEON BROTHERS — Osijek, HR **MAR 2017 – DEC 2017**

Lead iOS Engineer

- Led and mentored a small team of iOS developers, allowing the company to have a strong backbone of people producing quality and reliable code.
- Set high code standards and practices that advanced the team's ability to produce code of consistent quality.

FARMERON — Osijek, HR **NOV 2015 – MAR 2017**

iOS Engineer

- By breaking them down to the minimum viable structure, optimized SQL queries retrieving big data sets, improving global data retrieval speed by at least 50%.
- Created an intuitive data retrieval framework that resulted in a large efficiency boost to any feature development including data retrieval.
- Analyzed feature specifications and provided technical feedback that influenced product roadmaps, resulting in the identification of three critical features to prioritize for future releases based on user needs.
- Mentored and guided a Junior iOS Engineer, bringing code quality output to a high standard, as well as improving foundational understanding of good API design and well structured and defined architectures.

GAUSS DEVELOPMENT — Osijek, HR **APR 2014 – NOV 2015**

Junior iOS Engineer

- Realized a great app user experience that translated into 50k downloads on the App Store.

PERSONAL PROJECTS

PEER-TO-PEER CAR RENTAL MARKETPLACE — Personal pet project **2026**

Personal pet project built in spare time; not an ongoing or commercial venture

- Built a full product end to end as a personal exercise: Next.js web app, Nest.js API (PostgreSQL, Redis, Stripe Connect), native iOS (SwiftUI, TCA) and Android (Kotlin, Compose) apps in one monorepo, with over 400 pull requests merged in its first four weeks.
- Designed an agent-driven development workflow on Claude Code: custom skills take a task from a one-line description to a merged PR (spec, implementation, review, QA, merge), run by dedicated programmer, reviewer and QA subagents with platform-specific iOS and Android reviewers.
- Made parallel AI development safe by isolating each task in its own git worktree with dedicated databases, storage buckets and ports, so several agent sessions build, test and merge concurrently without collisions.
- Built an in-app AI support agent on the Claude API: tool use over the customer's own bookings, the full product knowledge base served from a shared prompt cache instead of retrieval, streamed replies, human hand-off, and a provider-agnostic model layer (Claude, Bedrock, Nova) backed by an eval suite.

EDUCATION

FACULTY OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCE **Osijek, Croatia**

Master's in Computer Science, 2011 – 2014

FACULTY OF ELECTRICAL ENGINEERING AND COMPUTER SCIENCE **Osijek, Croatia**

Bachelor's in Computer Science, 2008 – 2011

ADDITIONAL INFORMATION

- **Techniques:** SDLC (Software Development Life Cycle), Modular Architecture, Clean Architecture, Redux (TCA), MVVM, VIPER, Unit, Integration and Snapshot Testing, CI/CD and Release Engineering, Localization Workflows, Technical Leadership and Mentoring, Technical Interviewing, AI-Assisted Development Workflows
- **Technical Skills / Software:** iOS, Swift, Objective-C, Kotlin, Kotlin Multiplatform Mobile, SwiftUI, UIKit (programmatic Auto Layout, SnapKit), Swift Concurrency, Combine, GCD, Observation, GraphQL, Alamofire, Moya, APNs, Biometrics (Face ID / Touch ID), Apple Pay, Swift Testing, XCTest, Snapshot Testing, Factory (Dependency Injection), Xcode, Xcode Cloud, Git, GitHub Actions, Fastlane, Firebase (Firestore, Crashlytics, Remote Config, App Distribution), App Store Connect API, POEditor, Certificate Pinning, TypeScript, Next.js, Nest.js, Jetpack Compose
- **AI Engineering:** Claude Code (skills, subagents, hooks, MCP), Claude API (tool use, prompt caching, streaming), LLM evaluation, agentic development workflows
- **Languages:** Croatian (native), English (fluent)