

Arpit Agarwal

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SUMMARY Staff iOS Engineer, 12+ years. Zomato Alumni. Core Engineer for Silicon Valley Startups. Deep expertise in Swift, modular architecture, and AI-native iOS products. Shipped to tens of millions of users across India, EU, and US markets.

SKILLS

Core iOS: Swift, Objective-C, UIKit, SwiftUI, Swift Concurrency (async/await, Actors), Combine, Core Animation, AVFoundation, CoreData | **AI & ML:** CoreML, Foundation Models, LLM Integration

Architecture & Patterns: MVVM-C, VIPER, POP, Modular iOS Architecture, Clean Architecture

Networking & Data: REST, GraphQL, Offline-First Sync, Push Notifications (APNs), AWS Amplify

Quality & CI: Swift Testing, XCTest, XCUITest, CI/CD, TestFlight, Xcode Cloud, Firebase

Build & Tooling: SPM, CocoaPods, Fastlane, Git | **Other:** IAM, Accessibility, Localization, Figma

WORK EXPERIENCE

Staff iOS Engineer

PLAT · AI Mealplanner | Remote, India

2025 - Present

- Architected and shipped a full-stack AI meal-planning iOS app solo — SwiftUI + MVVM-C front-end, AWS Amplify backend, offline-first sync — **from zero to App Store**.
- Designed an LLM orchestration layer that processes 500+ recipes under token budget constraints, **generating personalized weekly meal plans**.
- Shipped on-device AI features with **iOS 26 Foundation Models** — auto-tagging, contextual dish suggestions — eliminating server round-trip and cloud AI cost.

Principal iOS Engineer

BALBIX · AI Cybersecurity, San Jose HQ | Gurugram, India

2024 - 2025

- **Built the BIX iOS app from zero to enterprise release** — defined modular architecture (SPM-based), dependency contracts, and fully automated CI/CD pipeline.
- Drove mobile architecture decisions **across the India-US engineering org** — aligned technical direction with the San Jose AI platform team.
- Engineered **enterprise-grade security and accessibility** — IAM, Dark Mode, and Dynamic Type.

Lead iOS Engineer

ANYPLACE · Remote Living Platform, San Francisco HQ | Amsterdam, NL

2018 - 2024

- Owned end-to-end delivery of the US-market iOS app as the sole iOS engineer, remotely across US and EU time zones — architecture, features, CI/CD, releases. **99% crash-free across 5.5 years**.
- Architected complex Booking, Income, and Identity verification flows, streamlining the user journey **cutting booking completion time by ~40%**.
- Led the 2.0 app redesign, from technical scoping through delivery driving a **~25% increase in user retention**.

Lead iOS Engineer

ZOMATO · Food Delivery Unicorn | Gurugram, India

2015 - 2018

- Delivered the #1 ranked Zomato iOS app (Food & Drinks category) and the Order by Zomato app processing **200K+ daily orders**.
- Modularized the iOS codebase into reusable base frameworks (UI, Networking, Localization), a shared foundation **consumed by 5+ apps** and multiple iOS engineers.
- Engineered **core localization infrastructure**, CI pipelines, and analytics. Built the first custom UI animation library to standardize micro-interactions.

Game Developer

GAMELOFT · Disney/Pixar Partnership | Guadalajara, México

2013 - 2015

- Built Disney Pixar's Cars: Fast as Lightning, scaling the mobile game to **50+ million global downloads**, and 1M+ downloads in the first 3 weeks.
- Engineered a **custom analytics engine** tracking high-volume marketing telemetry, feeding the Game BI system to drive data-driven feature decisions.

EDUCATION

B.Tech Computer Science and Engineering

Jaypee Institute of Information Technology · Delhi NCR, India

2009 - 2013

ACHIEVEMENTS & INTERESTS

- **Achievements:** National Finalist, ACM ICPC · Top Writer (Design) on Medium.com · MIT Media Lab Design Innovation Finalist.
- **Interests:** Design, Animation, Writing, Travel (20+ countries), Flamenco guitar.