

Harry Wright

Senior iOS Engineer

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Profile

Senior iOS Engineer with over five years of production experience in Swift and UIKit, delivering software across consumer, enterprise, and startup environments. Specialist in custom UIKit architecture including bespoke navigation systems, manual frame layout, and advanced transition design. Full-stack capable across Go, TypeScript, and Next.js, with a track record of taking sole or joint ownership of critical products and shipping at scale to millions of users.

Experience

Senior iOS Engineer

Jul 2024 — Mar 2026

Perdiem — VC-funded social finance startup, New York

- Led development as one of two engineers, delivering approximately half of all app features including the home feed, search, profile system, and post creation flow
- Architected custom UIKit components with manual frame layout, bespoke navigation stacks, custom transition modules, and SQLite persistence via GRDB
- Implemented push notifications, external sharing, and real-time WebSocket communication
- Shipped to the App Store and onboarded real users, managing rapid iteration cycles through TestFlight

iOS Engineer

Apr 2023 — Jul 2024

Surflite — Surf forecasting platform, 5.5M users

- Pioneered SwiftUI adoption within a five-engineer iOS team, becoming the team's SwiftUI specialist
- Delivered home screen and lock screen widgets using WidgetKit, implemented dark mode, and contributed to the Sessions feature (GPS and camera-based wave tracking)
- Maintained a 99.7% crash-free rate while executing a major UI redesign to support a new tiered subscription model

iOS Engineer

Apr 2022 — Apr 2023

TrustFlight — Aviation safety software, UK

- Developed features for a safety-critical iPad application used by pilots and engineers to record aircraft airworthiness status and pre-flight checks
- Operated in a regulated domain where software accuracy has direct safety-of-life implications, demanding rigorous data integrity and testing discipline
- Built new functionality and refined frontend-backend data synchronisation using Core Data for offline persistence in low-connectivity environments

Software Engineer

Jan 2021 — Mar 2022

Wilxite — Software consultancy, UK

- Built a mobile field technician app in Swift/UIKit as the sole iOS engineer, then took ownership of full-stack backend work across PHP, JavaScript, and Go
- Reduced a multi-hour batch reporting process to a 30-second on-demand request, converting a once-daily report into a real-time tool
- Adopted Go to contribute to the company's migration from monolithic PHP to Go-based microservices

Education

London App Brewery | Coding Shack | Marlwood Sixth Form (A Levels)

Technical Skills

CORE

Swift UIKit SwiftUI Go

LANGUAGES

PHP JavaScript TypeScript
SQL HTML/CSS

IOS / APPLE

WidgetKit Core Data GRDB
Core Animation Combine
Swift Concurrency XCTest SPM
StoreKit FinanceKit

WEB & BACKEND

React Next.js Tailwind CSS
Bun Hono Node.js

DATABASES

SQLite PostgreSQL Realm

TOOLS & PRACTICES

Git Xcode Figma Vercel
Cloudflare CI/CD REST APIs
WebSockets JWT

Core Strengths

Custom UIKit architecture and framework-level component design

Ownership of critical features from concept to App Store

Full-stack delivery across mobile, web, and backend

Safety-critical and high-reliability software

Performance optimisation and crash-free stability

Technical documentation and clear communication

Multi-client delivery in consultancy environments

Languages

English (native)
Spanish (conversational)