Muhammad Zaryyab Tahir

Mobile Engineer · React Native, Swift, Flutter · Product & AI

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Work permit: Student residence permit; eligible for EU Blue Card · Available immediately · Open to relocation

Languages: English C1, German A1 (course in progress)

PROFILE

Mobile engineer with 4+ years of experience shipping React Native, Swift and Flutter apps for US and Australian clients, from a catering app used across 70+ US restaurant locations to a health app launched as engineering lead after migrating it to native Swift. Has led small teams, owned apps solo from architecture to store release, and recently built AI features (RAG, voice agents, vision LLMs). M.Sc. HCI student at Universität Siegen.

SKILLS

Core	React Native, Expo, TypeScript, JavaScript, React
Native	Swift (iOS), Flutter, Kotlin
Mobile	Zustand, React Query, WatermelonDB (offline-first), Apple HealthKit, Firebase, push notifications, biometric auth, App Store Connect, Google Play Console
Web & backend	Next.js, Vue, Node.js, NestJS, Go, Python, PostgreSQL, REST APIs, AWS S3, Stripe, Auth0
AI	LLM integration (OpenAI, Gemini, Claude), RAG, LangGraph / LangChain, ElevenLabs voice agents, Whisper, vision models
Delivery	Jest, Sentry, CI/CD, code review, Scrum, Figma, Claude Code / Cursor

EXPERIENCE

Senior Mobile Engineer, Softaims

03/2026 – 10/2026

Lahore, Pakistan (on-site) · Left to start M.Sc. in Germany

- Acting head of mobile engineering: set architecture, code-review and release practices, ran sprint planning and mentored engineers while staying hands-on.

Closecrew – AI omnichannel customer-communication platform | closecrew.ai

- Designed the architecture and led a 4-engineer team building an AI platform where one agent handles calls, SMS, web chat and social channels; now piloting with its first business customers.
- Built the AI agent with RAG over each business's knowledge base (LangChain/LangGraph) and a voice-calling agent using ElevenLabs over SIP and Twilio, including after-hours call handling.
- Built the mobile app for human customer-service reps so staff can take over AI conversations and calls, and work them alongside the agent.

Snappy (ToolAttorney) – AI legal intake assistant (chat + voice) | toolattorney.com

- Built and launched the product solo, end to end, as a Next.js site and backend with a chat assistant that screens prospective clients through a structured questionnaire.

SioxMed – Wound-care platform with computer vision

- Led a 4-person team and built the patient mobile app for daily wound photos, capturing a reference sticker so a Python computer-vision pipeline could measure wound size and track healing; also coordinated the web and CV work.

Social Limit – Step-based screen-time app | App Store

- Built and shipped to the App Store solo in Flutter; the app unlocks screen time on other apps based on the user's daily step count.

Lead Software Engineer, SecedaTech

03/2025 – 02/2026

USA (remote)

Eggplant – Men's health-scoring iOS app | App Store

- Took Eggplant from concept to App Store launch as engineering lead, mentoring a junior engineer and working directly with the founders and stakeholders.
- Led the migration from React Native to native Swift once the feature set needed deep native integration, for better performance and security.
- Built Apple HealthKit ingestion of sleep and exercise data and a Go backend that syncs it reliably into PostgreSQL (triggers and functions, timezone-aware), feeding the health-score algorithms.
- Built a photo-to-macros nutrition feature using vision LLMs, and personalised workout plans where an LLM selects from an exercise database and the plan is mapped back to PostgreSQL at runtime. Compared OpenAI and Gemini on quality and cost before choosing.

Learn Anything – Learning app

- Got an inherited Expo app approved by App Store review after refactoring it (lazy loading, background services) and fixing compliance gaps such as in-app account deletion.

Founder & Software Engineer, Gencode Studio
08/2024 – 03/2025

Self-funded startup, registered in the UK (remote) · Closed after prototype stage

Requirements-to-spec platform (prototype) – Client brief → structured spec

- Built a working React prototype that turns a client's plain-language brief into structured requirements and diagrams for software teams; ran customer outreach and closed the company when it found no traction.

Software Engineer, Tkxel
11/2022 – 08/2024

Lahore, Pakistan (on-site; US clients)

Café Zupas Catering – Catering app for a 70+ location US chain | iOS · Android · Web

- Built React Native features for a catering and delivery app used across 70+ US restaurant locations, within a 50+ person cross-functional program of several scrum teams.
- Implemented house-account group checkout with Stripe payments.

Decision+ – Enterprise ticketing with speech-to-text | iOS · Android · Web

- Led a 4-person scrum team building an enterprise ticketing app, designing highly interactive UI and components that handle large data sets.
- Integrated Whisper speech-to-text for voice-driven ticket creation, plus Auth0 single sign-on (SSO) and Sentry monitoring.
- Closed all findings from the client's third-party penetration test, clearing the app for enterprise release.

Funding Metrics – Business-financing fintech app | iOS · Android · Web

- Built a fintech app for tracking remittances and financing applications in real time, with biometric authentication protecting financial data.

MD-Lite – Offline-first ministry management app | iOS · Android

- Built an offline-first app with WatermelonDB and background lazy loading for large data sets, integrated with the client's Ministry Development Portal.

Game Developer (part-time contract), NipsApp Game Studios
08/2021 – 10/2022

India (remote) · Part-time during the Bachelor's degree

Grupo-Fair – Unity virtual-event platform

- Built the face-resembling avatar feature with Avatar SDK, including multiplayer avatar support over Photon, for a Unity virtual-event platform designed for up to 1,000 users per room.

Freelance UI/UX Designer (self-employed), Fiverr
2017 – 2021

Remote

- 200+ client projects in UI/UX design and WordPress alongside the degree; Top Rated Seller on Fiverr.

EDUCATION

M.Sc. Human-Computer Interaction, Universität Siegen, Siegen, Germany — 10/2026 – present (expected 2028)

Focus: Human-centred design, Interactive systems, Socio-informatics, User research

B.Sc. Computer Science, FAST National University of Computer & Emerging Sciences (FAST-NUCES), Faisalabad, Pakistan — 2018 – 2022

GPA 3.39 / 4.00 (German grade 1.9) · Degree recognised in Germany (anabin H+) · Dean's List (Fall 2018, Spring 2019, Fall 2021) · Final-year project: Unreal Engine open-world game with reinforcement-learning enemies

LEADERSHIP & AWARDS

- Teaching Assistant, Operating Systems and Game Development (2020–2021): Set lab projects and held vivas; OS labs with 50+ students and a 95% completion rate.
- Co-founder & President, FAST Design and Marketing Society; Design Head, Daira'22 national olympiad (2021–2022): Led student design teams and workshops; 70+ print pieces and the full digital campaign for Daira'22.
- Awards: Winner, IEEE project exhibition (2019, Arduino radar) · Top 4, FCAP 101 Programmers' Battle (2018)
- Certification: Google UX Design Foundations (2022)