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Justyn Adusei - Prempeh

iOS Engineer

Dedicated iOS Engineer with proven expertise in creating high-performance applications for the Apple ecosystem. Advanced proficiency in Swift, UIKit, and core iOS frameworks, with success in the full mobile development lifecycle from concept to App Store deployment. Leverages data-driven insights and agile methodologies while maintaining cross-platform development skills with Flutter to complement core iOS expertise.

WORK EXPERIENCE

Mobile App Developer, *Hubtel*
September 2022 – Present

- Led iOS migration efforts as part of a 3-person core team spearheading a complete app rewrite from native iOS to Flutter, applying deep iOS platform knowledge to ensure optimal performance on Apple devices while reducing overall app size by 30% and unifying codebase across platforms, resulting in streamlined development cycles and improved user experience for both iOS and Android users.
- Optimized iOS e-commerce checkout flow with custom UIKit components and third-party payment integration, delivering an intuitive purchase experience that boosted iOS conversion rates by 16% and increased average order value by 22%.
- Led iOS architecture migration to MVVM pattern with Swift protocol-oriented programming, creating reusable components that enhanced code maintainability by 8% and accelerated feature deployment by 25%, while ensuring consistent performance across different iOS devices and versions.

iOS Engineer - Team Lead, *Effect Studios*
May 2020 – Present

- Spearheaded the development of premium native iOS applications using Swift, UIKit, and Core Data, leveraging agile methodologies including Agile methodologies to implement advanced features like biometric authentication and push notifications while exceeding client expectations and delivering project milestones ahead of schedule by an average of 10%.
- Conducted comprehensive technical feasibility studies on client requirements, transforming Figma wireframes into optimized iOS interfaces with smooth animations and transitions, resulting in a 40% increase in App Store ratings across the client portfolio.
- Led the continuous improvement initiative for 5+ live iOS applications, implementing performance optimizations, iOS version updates, and memory management improvements that reduced crash rates by 15%, decreased bug incidence by 11%, and minimized customer support tickets.

Software Engineer Intern, *Ghana Tech Labs*
June 2019 – September 2019

- Developed a cross-platform QR code scanner mobile component for a workforce attendance system, integrating with PHP backend services and demonstrating early proficiency in mobile-web interaction patterns that improved workplace efficiency by 25%.
- Participated in iOS development workshops focused on Swift fundamentals and mobile architecture patterns, laying the groundwork for my transition to specialized iOS engineering roles.

EDUCATION

BACHELOR OF SCIENCE IN COMPUTER SCIENCE
Central University | September 2018 – July 2022

- Relevant Coursework: Data Structures & Algorithms, Mobile Application Development, Software Engineering, Computer Security, Artificial Intelligence
- Activities: CU Developers (Mobile App Team Lead), AI Society, Programming Club, Programming Club

Projects

Adinkra App, *Swift, SwiftUI, CoreML, Vision*
Personal - [Adinkra App Store Link](#)

- Independently designed and developed a culturally significant iOS application using Swift and UIKit that celebrates Akan heritage through interactive exploration of Adinkra symbols, receiving 4.7/5 stars on the App Store.
- Implemented custom Core ML and Vision framework integration to create a machine learning model with 64% accuracy in symbol recognition, allowing users to scan and identify Adinkra symbols in real-world environments.
- Architected the application using MVVM design pattern with protocol-oriented programming for maintainable, testable code while incorporating Apple's Human Interface Guidelines for intuitive navigation.
- Optimized app performance through efficient memory management and lazy loading techniques, resulting in smooth animations and transitions even on older iOS devices.

Skills

- **iOS Development:** Swift, Objective-C, UIKit, SwiftUI, Core Data, Core ML, Core Animation, AVFoundation, MapKit, Xcode, TestFlight, App Store Connect, CocoaPods, Swift Package Manager
- **Mobile Architecture:** MVVM, MVC, Protocol-Oriented Programming, XCTest, UI Testing, Clean Architecture, Dependency Injection
- **Cross-Platform:** Flutter, Dart, Firebase, REST APIs, JSON, GraphQL
- **Version Control & Deployment:** Git, GitHub, GitLab, CI/CD, Fastlane
- **Design & Collaboration:** Figma, Sketch, Apple Human Interface Guidelines, Agile, Scrum, JIRA, ClickUp, Azure DevOps
- **Additional Languages:** C++, PHP, HTML, CSS, JavaScript, Java, Kotlin, Angular, ASP.Net
- **Interests:** Reading, Basketball, Gaming, Chess, Cooking