Arpit Agarwal

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Website: www.arpit.work | Open to relocation (UK)

SUMMARY Principal iOS Engineer | 12 Years Leading Mobile Architecture for Startups & Unicorns Across Europe, the US, and India.

WORK EXPERIENCE

Principal iOS Engineer & Founder
PLAT (AI Mealplanner) - Remote, India | 2025 - Present

- Architected an **AI-powered meal-planning iOS app** with an offline-first architecture, utilizing **MVVM-C** and **AWS Amplify**.
- Engineered a **token-efficient LLM context pipeline** to process a 500+ recipe corpus, generating **multi-constraint weekly plans**.
- Optimized cloud AI costs by deploying **on-device edge AI** via iOS 26 Foundation Models, utilizing Swift @Generable for **zero-latency semantic search**.

Principal iOS Engineer
BALBIX (AI Cybersecurity, San Jose USA HQ) - Gurugram, India | 2024 - 2025

- Architected the **BIX: AI Cybersecurity Agent** iOS app from the ground up, defining **modular architecture**, **dependency boundaries**, **and release pipelines**.
- Acted as the **primary mobile counterpart** to the **San Jose AI team**, aligning platform capabilities with backend intelligence systems.
- Engineered a **secure IAM system** and adaptive UI (**Dark Mode, Dynamic Type**).

Lead iOS Engineer
ANYPLACE (Global PropTech, San Francisco USA HQ) - Amsterdam, NL | 2018 - 2024

- **Owned end-to-end delivery** of the **US-market iOS app**, establishing robust CI/CD pipelines to guarantee production stability and consistent release quality.
- Architected complex **Booking, Income & Identity** flows, streamlining the user journey to cut completion time by **~40%.**

- Led the **2.0 app redesign**, synchronizing technical delivery with product strategy to drive a **~25% boost in user retention**.

Lead iOS Engineer
ZOMATO (Food Delivery Unicorn) - Gurugram, India | 2015 - 2018

- Delivered the **#1 ranked Zomato iOS app** (Food & Drinks) and 'Order' app handling **200K+ daily orders**.

- Modularized codebase into reusable base frameworks (UI, Networking, Localization), evolving **5+ apps in sync**.

- Engineered core **localization infrastructure**, **CI pipelines, and analytics**, and 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 over 50 million global downloads.

- Engineered a **custom analytics engine** to track high-volume marketing telemetry, feeding the **Game BI system** to drive data-backed feature development.

- Optimized game performance to ensure stability across **1000+ diverse device profiles.**

SKILLS

- **Core & Languages:** Swift, Objective-C, UIKit, SwiftUI, Concurrency.

- **Architecture:** Modular iOS Architecture, MVVM-C, CI/CD.

- **AI & Security:** On-Device AI (CoreML), LLM Integration, Identity & Access Management.

- **Leadership:** Technical Strategy, Engineering Mentorship, Agile Process Design, Cross-team Sync.

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:** Writing, Psychology, Design, Systems Thinking, Animation.