

Arpit Agarwal

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SUMMARY Staff iOS Engineer with 12+ years shipping production apps to tens of millions of users across India, Europe, and the US. Track record of defining mobile architecture at scale (**Zomato**, 5+ apps, 200K+ daily orders), owning entire platform delivery as sole iOS engineer for 5.5 years (**Anyplace**), and building AI-native iOS products from the ground up (**Plat, Balbix**). Deep expertise in Swift, modular architecture, and shipping global products to millions of users.

SKILLS Swift, Objective-C, UIKit, SwiftUI, Swift Concurrency (async/await, Actors), Combine, Auto Layout, Core Animation, Core Graphics, AVFoundation, CoreData, Realm, CoreML, Foundation Models, LLM Integration, MVVM-C, VIPER, Coordinator Pattern, Modular iOS Architecture, POP, REST, GraphQL, AWS Amplify, Offline-First Sync, Push Notifications (APNs), IAM, Accessibility, Localization, XCTest, XCUITest, CI/CD (GitHub Actions, Bitrise, Fastlane), TestFlight, SPM, CocoaPods, Firebase, Sentry, Git, Figma.

WORK EXPERIENCE

Staff iOS Engineer

PLAT (AI Mealplanner) - Remote, India | 2025 - Present

- Built an **AI-powered meal-planning iOS app** end-to-end: **SwiftUI** interface, **MVVM-C** architecture, **AWS Amplify** backend with an offline-first data sync.
- Engineered a **token-efficient LLM context pipeline** to process a 500+ recipe corpus, generating **multi-constraint weekly plans**.
- Shipped **on-device edge AI features** via iOS 26 Foundation Models, utilizing Swift @Generable for **dish auto tagging** and **contextual suggestions**.

Principal iOS Engineer

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

- Built the **BIX: AI Cybersecurity Agent** iOS app from scratch – defined **modular architecture, dependency boundaries, and release pipelines**.
- Served as the **primary mobile counterpart** to the **San Jose AI team**, translating backend intelligence capabilities into mobile platform features and **aligning cross-team technical decisions**.
- Engineered **secure IAM flows**, adaptive **Dark Mode**, and **Dynamic Type** support.

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