BENOÎT DEGUINE

Senior / Lead iOS Developer · Swift, SwiftUI · Product-Focused

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PROFILE

iOS developer with 10+ years of experience building and modernizing native applications. As iOS Lead at Citygo, I drove architectural improvements, SwiftUI adoption, CI/CD, and supported an international development team.

Independent app creator with 8 published apps, 140,000+ downloads, and an Apple "New Apps We Love" feature for Setlist Concerts. I enjoy taking an idea from concept to launch on the App Store. Available for remote work across France and on-site in Paris (2 days/week).

PROFESSIONAL EXPERIENCE

Freelance iOS / Android Developer · Independent Apps — Oct 2016 – Present

9 published apps (5 on the App Store, 4 on Google Play) · 140,000+ downloads · Featured by Apple (2019)

- **Setlist Concerts** (52,000+ downloads, 4.7/5): Spotify and Apple Music playlist creation with MusicKit and setlist.fm; UIKit-to-SwiftUI / Clean Architecture migration. Featured in "New Apps We Love" on the App Store in 2019 (US, UK).
- **Christmas Countdown** (88,000+ downloads, 4.8/5): native iOS / Android apps, WidgetKit, StoreKit 2, localization, and App Store Optimization (ASO).
- **Halloween Countdown** (4,000+ downloads, 4.8/5): launched on iOS and Android in August 2026. Grew from 0 to 447 ratings using RequestReviewAction on iOS.

End-to-end product ownership: design, architecture, monetization, analytics, and App Store / Google Play releases. Automation with Fastlane and AI tools:

- iPhone / iPad screenshots, App Store previews, product page headers, and search results.
- TikTok video and setlist creation with Claude for @setlistapp and @christmas_countdown_app.
- Built backend APIs with Laravel.

Lead iOS Developer / iOS & Android Engineer · Citygo — Jan 2022 – Nov 2025

Carpooling app · Promoted to iOS Lead in January 2024 · 2 squads of 10 people each

- First developer hired to rebuild the mobile team; worked with Product and the CTO on roadmap planning, hiring, and releases.
- Built features in Swift, SwiftUI, UIKit, and Kotlin: carpooling incentives (CEE) and GDPR consent management with Braze.
- Modernized the codebase with MVVM / Clean Architecture, migrated from CocoaPods to SPM, introduced SwiftUI progressively, and improved testing.
- Mentored a junior developer and supported engineers in France, India, and North Macedonia; managed Bitrise pipelines for TestFlight and Google Play.

iOS / Android Developer · myrecovery (London) — Jul 2018 – Nov 2021

Digital health app supporting patients before and after surgery

- Developed iOS (Swift / UIKit) and Android (Java / Kotlin) features; integrated Apple Health, Google Fit, and Samsung Health.
- Measured joint mobility using smartphone sensors; captured videos and uploaded them to AWS.
- Migrated CI/CD from TeamCity to GitLab CI; automated multi-configuration builds and distribution.

iOS Developer · INSIGN (Digital Agency) — Oct 2016 – May 2018

- Built and maintained native apps for Chanel, Visa Infinite, TGV Lyria, La Poste, and Mazars using Swift and Objective-C.
- Modernized legacy code (Swift 2 to 3, 64-bit, IPv6); integrated APIs, analytics, and push notifications.

SKILLS

iOS	Swift, SwiftUI, UIKit, Objective-C, WidgetKit
Architecture	Clean Architecture, MVVM, MVP, Unit Testing
CI/CD	GitLab CI, Bitrise, Fastlane
Product	RevenueCat, StoreKit 2, ASO, analytics
Other	Kotlin, Jetpack Compose, AI Agents

EDUCATION

Master Mobile Factory · SUPDEWEB, Paris — 2014 – 2016

Bachelor's Degree in Web Development · Cifacom, Paris — 2013 – 2014

BTS Diploma in IT Management · Le Havre — 2010 – 2012

LANGUAGES

French (Native) · English (Technical)

INTERESTS

Badminton · Home automation (Home Assistant)