

# Sebastian Volling

Senior iOS Engineer & Tech Lead · Swift · SwiftUI · On-Device AI · Apple SDKs

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Bali, Indonesia (Remote, GMT+8)

## PROFESSIONAL SUMMARY

Senior iOS engineer with 12+ years building and shipping production apps across the full Apple stack, from SwiftUI and Swift Concurrency to ARKit and on-device ML. Comfortable owning a feature end to end: native iOS frontend, Swift backend services, and the architecture decisions in between. Has led small remote teams, modernized legacy codebases, and delivered across regulated domains including aviation, public sector, and education.

## CORE COMPETENCIES

SwiftUI & UIKit

Swift Concurrency

iOS Architecture (MVVM/TCA)

Team Leadership

Server-side Swift (Vapor)

On-Device AI / ML

ARKit & Apple SDKs

Cross-Platform (Kotlin / Xamarin)

## WORK EXPERIENCE

### Jamitlabs

02/2025 - 12/2025

#### Freelance iOS Developer (Remote)

- Delivered features across three iOS apps (PasKal, DocuSketch, InstantFloorplan) while acting as the main communication bridge between the client and the external development team.
- Refactored core app architecture from TCA to MVVM, improving maintainability and developer experience for the team.
- Introduced Swift Concurrency to parallelize network calls, database operations, and background sync.
- Integrated Apple's RoomPlan SDK for room scanning and automatic 2D floor-plan generation.

### IU International University of Applied Sciences

04/2022 - 05/2025

#### Lead iOS Developer (Remote, Munich)

- Led a team of up to 4 iOS developers and owned feature delivery in close exchange with the PO and stakeholders.
- Integrated on-device LLM inference into the iOS app, enabling offline AI tutoring without server round-trips and full control over latency and user data.
- Built an in-app Swift web server for hybrid content delivery of 600+ lecture notes.
- Improved app performance, reliability, and efficiency across releases.

### Lufthansa Industry Solutions

09/2018 - 03/2022

#### IT Consultant (Oldenburg & Remote)

- Delivered native iOS, cross-platform, and full-stack backend work across multiple enterprise clients in a regulated aviation environment.
- Hermes (Last Mile):** Kotlin Spring Boot API, Kotlin Android app, TypeScript frontend, AWS, Terraform.
- Lufthansa Technik (Aviatar):** Kotlin Spring Boot API, MSSQL, Openshift, Azure.
- LH Cargo (LAT Flashcards / CheckIn):** cross-platform app (iOS & Android, Xamarin C#) and native iOS (Swift).
- Linde (Installation):** native iOS (Swift). **LHIND (Presence):** native iOS (Swift), Kotlin Spring Boot API, Java Spring Boot push service (Azure, MariaDB, Docker).

### GovConnect GmbH

12/2015 - 08/2018

#### Senior iOS Developer (Oldenburg)

- Led a two-person development team and shipped pmOWI, a digital parking-enforcement app (Objective-C & Swift) for municipal authorities.
- Built a Xamarin C# app delivering near-identical features across Android and Windows Mobile.

## Teamp lace GmbH

01/2015 - 11/2015

### iOS Developer (Berlin)

- Implemented push notifications and In-App Purchases (StoreKit), and added collaboration features for shared documents.
- Initiated the team's transition from Objective-C to Swift.

## expectare Deutschland GmbH

05/2014 - 12/2014

### iOS Developer (Berlin)

- Built and maintained iOS apps for various clients (pharma and enterprise).

## datedicted GmbH

04/2013 - 05/2014

### iOS Developer (Berlin)

- Developed the YU-Yuppiu app and implemented an AWS S3-backed distributed file system for user data, with a simple interface for non-technical staff.

## PROJECTS

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### Evanthium 2025 - Present

Location-based AR game with blockchain integration, owned end to end. Designed and built the full stack: server-side Swift backend (Vapor), native iOS client, Android app (Kotlin), real-time location processing, and crypto token integration. Shipped to App Store and Google Play.

Swift, Vapor, ARKit, Kotlin, WebSockets, Blockchain APIs

### IU Learn 2022 - 2025

Educational iOS platform serving 600+ lecture notes. Integrated on-device LLM inference for offline AI tutoring with no server round-trips, giving full control over latency and user data; backed by an in-app Swift web server for hybrid content delivery.

Swift, SwiftUI, on-device LLM, embedded Swift web server

### DiceTales 2023

AI-powered interactive storytelling app, built and shipped solo to the App Store.

Swift, SwiftUI, LLM API integration, streaming UX

### Markr - Save Places 2025

Lightweight location-saving app with local persistence, designed and shipped solo to the App Store.

Swift, SwiftUI, local storage

## EDUCATION

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### IT Specialist (Fachinformatiker Anwendungsentwicklung), IHK-certified

2012 - 2014

GBP Berlin

## SKILLS

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**Languages:** Swift, Kotlin, TypeScript, Objective-C, C#, Java

**iOS:** SwiftUI, UIKit, Combine, Swift Concurrency, TCA, MVVM, SPM, StoreKit

**Apple SDKs / AR:** ARKit, AVFoundation

**AI / ML:** On-device LLM inference, LLM API integration, streaming UX

**Backend / Full-Stack:** Swift Vapor, Kotlin Spring Boot, Java Spring Boot, REST, WebSockets

**Cross-Platform:** Kotlin (Android), Jetpack Compose (basic), Xamarin (C#)

**Cloud / DevOps:** AWS, Azure, Docker, OpenShift, Terraform, Jenkins, CI/CD, Xcode Cloud

**Databases:** MSSQL, MariaDB, Azure DB, CoreData/SwiftData

**Languages spoken:** German (native), English (fluent)