

Marko Engelman

Senior iOS Engineer

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About

I design and evolve mobile systems that scale, focusing on modular architecture, developer productivity, and stable release cycles.

Over the past 10+ years, I've led architecture transformations, reduced delivery cycles and built systems that enable rapid experimentation across multi-market products.

Recently, I've been focused on AI-assisted (agentic coding) workflows that can increase engineering leverage.

Core Skills

Languages & Frameworks: Swift, Objective-C, SwiftUI, UIKit.

Architecture & Design: Domain Driven Design (DDD), Clean Architecture, SOLID Principles, Dependency Injection (DI), Modular Design.

UI Design Patterns: MVVM, MVP, MVC, Coordinators.

Engineering Practices: Trunk-Based Development (TBD), TDD (Unit, Integration, E2E), A/B Testing, CI/CD Automation.

AI & Agentic Tools: Claude Code CLI (Agentic Coding).

DevOps & Tools: Fastlane, Git (GitHub, Bitbucket, Gerrit), CircleCI, Jira, Trello.

Experience

Mediatelly / Lead iOS Engineer

March 2022 - Present, Ljubljana, Slovenia - Hybrid

- Led development of the Mediatelly iOS suite, aligning engineering with product and business goals
- Architected transition to a **freemium model**, implementing dynamic feature-gating and **A/B testing**
- Consolidated multiple country-specific apps into a **single multi-region architecture**
- Drove migration from legacy codebase to **modular UIKit/SwiftUI architecture**
- Built and optimized CI/CD pipelines, enabling **75% faster delivery cycles**
- Established trunk-based development and TDD practices, achieving **high stability and low MTTR**

Essential Developer / Lead iOS Instructor (Part-time)

September 2021 - Present, London, UK - Remote

- Teach advanced iOS engineering with focus on architecture, TDD, and modular design
- Mentor developers to reach senior-level proficiency
- Review real-world codebases and provide architectural guidance

Chipolo d.o.o / Senior iOS Engineer

March 2018 - March 2022, Ljubljana, Slovenia - Hybrid

- Developed and maintained iOS app for global hardware tracking product
- Introduced **DDD, Clean Architecture, and modular design** improving scalability and maintainability
- Mentored team on modern architecture practices, increasing delivery velocity
- Improved development workflows enabling predictable and stable releases

Zoyo d.o.o / Freelance Senior iOS Engineer (Part-time)

December 2018 - October 2022, Trbovlje, Slovenia - Remote

- Led development of OYO Smart Baby Monitor app from concept to production
- Designed scalable architecture to support real-time monitoring features
- Delivered stable, high-performance app integrated with hardware devices

LTFE at Faculty of Electrical Engineering / iOS Engineer

March 2016 - March 2018, Ljubljana, Slovenia - Hybrid

- Maintained SIP-based VoIP app with audio, video, and messaging
- Maintained and implemented C++ SIP stack and handled low-level communication logic
- Maintained and developed white-label system for multi-tenant deployments
- Worked on IPTV and video streaming applications

Independent Projects & Consulting / Freelance iOS Engineer

2017 - 2018, Ljubljana, Slovenia - Remote

Worked across fintech, VoIP, and streaming applications, delivering production-ready iOS solutions.

- Built MVP for real-time sports statistics and video streaming platform
- Redesigned B2B VoIP application improving usability and performance
- Contributed to fintech trading app with focus on stability and responsiveness

Certifications

2023 - Hansen Beck - Leadership excellence - [certificate](#)

Patents

2022 - Chipolo - Out-of-range tracking device detection - [patent](#)

Awards

2014 - Design Award - International conference on cultural heritage

2012 - Design Award - Print Design Convention