




Mahyar McDonald

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 Oakland, CA

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SUMMARY

iOS platform engineer with ~15 years experience across startups and large-scale mobile apps. Led teams of 10+ engineers, half of them staff, built developer tooling that improved app performance company-wide, and shipped products from prototype to production. Experience spans mobile platforms, AI/ML model creation & integration, and full-stack development.

PROFESSIONAL EXPERIENCE

FOUNDER/CTO

Patchwork May 2024 - July 2025 (1 year 3 months) Oakland, CA

Tech Stack: Python, DuckDB, bcftools, Next.js, React, SwiftUI, TypeScript

Built personalized nutrition platform combining genetic analysis with AI coaching. Developed end-to-end pipeline from raw genomic data (VCF processing with bcftools/vcftools) to actionable health recommendations and a DNA customized weight loss diet. Created iOS app, and a web chatbot using LLM APIs via OpenRouter and Cursor AI development.

Technical highlights

- ▶ Implemented genetic variant processing pipeline handling whole genome sequencing data
- ▶ Built real-time chat interface with streaming LLM responses
- ▶ Developed iOS survey recommendation app with local data storage and sync
- ▶ Achieved five-figure revenue before shutdown due to funding challenges

CTO

Ollie Feb 2023 - May 2024 (1 year 4 months) San Francisco, CA

Tech Stack: SwiftUI, Swift Concurrency, CoreML, Python, MobileNet, GRDB

Joined photo organization startup during stability crisis, stabilized codebase and shipped to App Store. Built on-device ML pipeline for photo preference learning and automatic organization.

Technical highlights

- ▶ Debugged and resolved multiple critical stability issues preventing App Store release over several months, which you can see learnings documented here: <https://tinyurl.com/makingollie>
- ▶ Implemented MobileNet-based transfer learning for photo classification
- ▶ Built face clustering system using DeepFace and DBSCAN
- ▶ Led distributed team of 3 iOS/ML engineers

MANAGER II

Uber iOS Foundations & Developer Tools Oct 2021 - Feb 2023 (1 year 5 months) SF, CA

Tech Stack: Xcode, Bazel, Internal tooling, Swift Compiler Optimization

Managed 10-person team focused on iOS developer productivity across Uber's mobile engineering organization (~200 engineers). Team included 50% staff+ engineers working on build systems, foundational libraries, and developer tooling.

Key achievements

- ▶ Improved platform developer NPS from lowest to second-highest company-wide
- ▶ Reduced iOS build times significantly through Bazel optimization and caching strategies
- ▶ Led cross-team initiatives with endpoint security, CI infrastructure, and IT teams to help build times
- ▶ Contributed to next-generation mobile architecture design (Presidio 2)
- ▶ Helped redesign promotion criteria for mobile engineers company-wide

IOS STAFF ENGINEER

Uber Mobile Foundations & Performance Mar 2019 - Oct 2021 (2 years 8 months) SF, CA

Tech Stack: Swift, Objective-C, Bazel, Python, SourceKit

I focused on improving mobile performance for all of Uber's iOS apps with automatic perf measurement infrastructure and ticketing. I also worked on improving the foundational libraries that all of Uber's apps run on.

The last 6 months as a staff engineer were a transitory period to become a software engineering manager. I started moving my work from staff engineering responsibilities to manager responsibilities as part of a general handoff process. Some of the stuff above in the manager entry was done during this transition time.

IOS SENIOR ENGINEER

Uber Mobile Platform & Performance Nov 2015 - Mar 2019 (3 years 5 months) SF, CA

Tech Stack: Swift, Objective-C, Bazel/Buck, Python

Joined during Uber's rapid scaling phase, working on platform infrastructure to support growing engineering team.

Major projects

- ▶ Reduced app startup time by 50% through offline caching and optimization
- ▶ Built unified logging library with backend integration
- ▶ Created Python-based AST code patcher ("autopatcher") for automatic performance instrumentation insertion
- ▶ Many other things

IOS ENGINEER

Tango May 2011 - Nov 2015 (4 years 7 months) Mountain View, CA

Tech Stack: Objective-C++, UIKit, internal C++ libraries

Tango was an app that allowed you to make cross-platform iOS & Android calls over 3G internet. No other app was able to do that in the market. I joined at Series A as their first dedicated iOS engineer and left when they were a 1 billion dollar unicorn after 4 years. I thought it shut down, but I recently found out it transformed into something else years later. I have nothing to do with that stage of the company.

I took over implementing & maintaining new features for the iOS UX part of the app. I created a video voicemail feature and the text chatting feature of the iOS app. Since most of the app was the chat feature and video calls, I focused on improving and expanding the chat feature.



CONTRACT IOS ENGINEER

Tweddle Group Jan 2011 - May 2011 (5 months) Seattle, WA

Developed iOS Toyota Entune automotive integration app as contract engineer.



EARLY CAREER & INTERNSHIPS

Backstage 2008 - 2010 (2 years 1 month) Victoria, BC, Canada

Software development internship at Backstage Technologies working on Java Struts, Ruby on Rails, and early iPhone development. Continued part-time iOS contract work while completing degree.

EDUCATION



University of Victoria

Dec 2010

BSc Computer Science

Victoria, BC, Canada

SKILLS

iOS Development

Swift, Objective-C, UIKit, SwiftUI, Swift Concurrency, Instruments, CoreML, large-scale app architecture (1M+ lines), performance optimization, memory management

Data & ML

Python, MobileNet, Keras, face recognition (DeepFace), clustering algorithms (DBSCAN), transfer learning, on-device ML optimization, analytics dashboards

iOS Devtools

Xcode, Bazel / Buck, SourceKit, Swift compiler performance, AST manipulation & code editing with sourcekit, build system optimization, CI/CD pipeline design, monorepo management

Bioinformatics

Genomic data processing (VCF/BCF), bcftools, vcftools, samtools, BWA, tabix, DuckDB, variant annotation and analysis pipelines

Backend & Infrastructure

Python tooling, TypeScript, React, Next.js, database design, API integration, LLM integration (OpenRouter)