

TOOMAS VAHTER

Senior iOS Engineer | Swift, SwiftUI and customer-focused platform architecture

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PROFESSIONAL SUMMARY

Senior iOS engineer with 18+ years in Apple-platform development, spanning consumer job-search, real-time communication and developer-facing SDK products. Applies a product mindset to complex customer journeys, balancing simple, accessible experiences with durable architecture, performance and code quality. Experienced collaborating with product, design and backend partners across distributed teams, and raising engineering quality through mentoring and technical communication.

SELECTED TECHNICAL STRENGTHS

iOS and Apple platforms: Swift, SwiftUI, UIKit, Objective-C, macOS

Architecture and quality: modular design, thread-safe UI, testable code, performance, accessibility

Modern engineering: Swift Concurrency, Combine, Core Data, Swift Package Manager, CI/CD

Collaboration: technical leadership, mentoring, product/design/backend collaboration, distributed teams

EXPERIENCE

Stream | Senior iOS Engineer II

Jan 2024 - Present

Estonia / remote

- Led the chat SDK's Swift 6 migration across low-level, UIKit, SwiftUI and test modules, resolving strict-concurrency, Sendable and data-isolation issues while preserving the public API where practical.
- Contributed to the SwiftUI Chat SDK design refresh by integrating Figma design tokens into iOS, resolving token and snapshot-test issues, and serving as an iOS reviewer for the shared design-system token pipeline.
- Architected a modern async-await chat state layer for the iOS SDK, providing thread-safe state access, immediate visibility of updated API state and detailed implementation documentation.
- Improved SwiftUI channel-list performance by optimising low-level diffing 10x; reduced scrolling hitches by approximately 3.5x and hangs by 5x, while accelerating database-observer model reuse 5x and channel conversions 7x.
- Co-developed the Feeds V3 iOS state layer and led the SDK to public release; integrated real-time WebSocket event handling and complex partial-event updates to keep feed state current and correctly sorted.
- Led investigations into concurrency and crash failures across Core Data, WebSocket and state-management layers; eliminated a primary crash source so a customer application no longer experienced Stream SDK crashes.

Indeed | Software Engineer to Staff Software Engineer

Oct 2018 - Apr 2023

Tokyo, Japan

- Led creation of the new native Employer iOS app, defining its architecture and build system, coordinating across teams, and developing shared internal Swift packages reused by the Job Search and Employer apps.
- Led rollout of an opt-in country-suggestion flow in the Job Search app, collaborating with a data scientist to analyse results; users who switched to their IP-based country saw a 31% increase in average applications.
- Led OAuth authentication foundations for Indeed native apps in collaboration with the backend team, including deterministic token refresh handling; built reusable iOS libraries and common code used by three apps, including design-system components.
- Scaled iOS engineering practice through shared build metrics and CI foundations, architecture and code-quality guidance, onboarding five new engineers, mentoring peers across iOS and Android, and participating in 30 technical interviews.
- Delivered Login with LINE for the Japanese iOS apps; 30% of new Job Search accounts in Japan subsequently used LINE, without reducing adoption of other sign-in methods.
- Owned Employer iOS release delivery: moved the app from a quarterly to monthly release cycle, then achieved an approximately 8-day deployment cadence while acting as release manager, product partner and developer.
- Led an App Store ratings initiative spanning 14 implementation tickets across seven codebases; increased the Employer app rating from 2.6 to 4.8 stars and increased iOS app downloads by 20%.

Starship Technologies | Senior Software Engineer

May 2018 - Sep 2018

Tallinn, Estonia

- Built algorithm-testing visualizations and dynamic detector-thresholding tooling for autonomous delivery robots.

EXPERIENCE CONTINUED

Skype / Microsoft | Mac Developer to Senior Software Engineer

Sep 2007 - Nov 2017

Tallinn, Estonia

- Progressed from quality engineering into senior macOS development, contributing to Skype for Mac over a decade of product evolution.
- Led feature development in an agile team and partnered with designers and backend engineers to deliver customer-facing Mac application features.
- Designed and implemented performant, thread-safe UI components in Objective-C and Swift.
- Mentored junior engineers on Apple-platform development, engineering practices and reusable code patterns.
- Created and maintained an internal cross-platform bug-reporting tool using C++ and Qt for two years.

Proekspert | Software Development Trainee

Jun 2007 - Aug 2007

Tallinn, Estonia

SELECTED INDEPENDENT WORK

Augmented Code | Independent Apple-platform apps and technical publishing

2016 - present

augmentedcode.io | Currently on hiatus

- Built and shipped Silky Brew, an iOS coffee-bean tracker that helps users record beans, rate favourites and save grinder settings for repeatable espresso preparation.
- Developed Signal Path, an iOS/macOS spectrum-viewing app that records and replays microphone audio and visualizes IQ data as a spectrogram.
- Engineered file-handling approaches for multi-gigabyte data, including efficient range-based access with DispatchIO.
- Published practical Swift and iOS articles across topics including SwiftUI, MVVM, concurrency, testing, networking, Core Data and build tooling; recent work includes Swift 6 migration considerations.

EDUCATION

Tallinn University of Technology (TalTech) | BSc and MSc, Telecommunication

2006 - 2011

Tallinn, Estonia

Additional technical contribution: designed RF amplifiers for ESTCube-1, the first Estonian satellite.

Languages: Estonian (native) | English (full professional proficiency)