

MOHAMED MOUBARAK

Product-Minded Mobile Engineer

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github.com/moubarak

Beirut, Lebanon (EET) / Istanbul, Turkiye

EXPERIENCE

Senior Mobile Engineer

Dyneti (YC 19)

2023 - 2024 Remote with San Francisco

dyneti.com

- Owned Dyneti's iOS, Android, and React-Native SDKs
- Built several pilots that resulted in major customer acquisitions, almost doubling Dyneti in size
- Architected an AI camera pipeline supporting over 98% of existing Android devices and improved real-time memory consumption by ~80%
- Provided direct support to customers
- Worked closely with AI engineers and provided iOS mentoring

Senior Android Engineer

Daily (YC 16)

2021 - 2022 Remote with San Francisco

daily.co

- Owned, built, maintained, and released Daily's Android WebRTC SDK, which is a thin layer on top of a common Rust core
- Used the latest kotlinox serialization library to communicate with the lower Rust layer, in close collaboration with the iOS and Rust teams
- Engineered the build process of compiling the Rust core along with other c++ dependencies into Android Studio using gradle, cbindgen, and cmake scripts
- Implemented an Android Clubhouse clone, which resulted in multiple customer acquisitions
- Proactively implemented user-facing APIs to accommodate developers coming from Java, idiomatic Kotlin developers, and early adopters of new Kotlin features
- Documented my work in Notion and made sure stakeholders are always informed

Senior iOS Engineer

Occipital (Techstars)

2017 - 2021 Remote with San Francisco

canvas.io

- Took ownership of building, releasing, and maintaining **Canvas**, which became a seven-figure business in three years
- Re-architected networking and Core Data persistence between the backend and **Canvas** to achieve efficient large-file uploads and downloads via Amazon S3
- Implemented custom designed Sketch illustrations for both iPad and iPhone
- Proactively implemented tools to optimize app size and design hand-off
- Built **TapMeasure** from scratch and remotely lead the iOS team while collaborating with the design and computer vision teams

Digital Skills Instructor

UN World Food Program

2017 Onsite, Lebanon

innovation.wfp.org/project/empact

- Taught classes that empower refugees to find remote work

ACHIEVEMENTS



Apple Event October 2020

Apple showcased **Canvas** when launching the iPhone 12 Pro with LiDAR



Featured App & Best Developer

TapMeasure was featured under AR Apps We Love in the App Store and made the App Store's Best of 2017 Developers list



Top Paid Apps

TapMeasure ranked as the Top Paid AR app in the App Store. **Cycloramic** ranked as the Top Paid app in All Categories in the App Store



One Million Downloads

Crossed one million downloads on Google Play with my free android camera app



Master's in Computer Science

Thesis on wireless sensor operating systems with multiple publications

SKILLS

Kotlin

Java

Swift

ObjectiveC++

OpenCV

Core ML

MediaPipe

TensorFlow Lite

ML Kit

LANGUAGES

English

Native



Arabic

Native



EXPERIENCE

Mobile Engineer

Spin Master

📅 2016 - 2017 📍 Remote with Toronto

🔗 spinmaster.com

- Prototyped computer vision applications for kids products
- Built data generation tools for AI training to help detect stationary-to-walking on a VR headset
- Created a library to stream video to a VR headset using RTSP
- Implemented real-time object tracking on iOS using dlib

Mobile Engineer

Chariot (YC W15), acquired by Ford

📅 2015 📍 Remote with San Francisco

🔗 tcn.ch/2c3U7iJ

- Ported the **Chariot** iOS app to Android from scratch, helping provide San Francisco with more than 3 million rides

Mobile Engineer

Cycloramic, acquired by Carvana

📅 2013 - 2014 📍 Remote with Atlanta

🔗 en.wikipedia.org/wiki/Cycloramic

- Closed a deal to power **Cycloramic** using my library
- Led a remote team of interns to port the app to Windows Phone on a strict deadline

Co-Founder

Radcam

📅 2012 - 2013 📍 Remote with Maryland

- Learned iOS and Android mobile development
- Led Maryland based startup from zero to income in a few months
- Implemented a low-level library to stitch photos from a video stream
- Built the first app to capture wide angle photos from the front camera

PROJECTS

Observant AI (YC 18)

🔗 observantai.com

5 month contract

- Built real-time driver distraction detection later deployed in autonomous fleets throughout the US, bringing AV safety closer to reality
- Applied sensor fusion to increase accuracy by 500%
- Built a rendering pipeline using SceneKit for visual debugging
- Trained a real-time drinking detector using Create ML and Core ML

Dubsmash, acquired by Reddit

🔗 reddit.com

Take-home test

- Implemented a Dubsmash clone on macOS
- Implemented real-time facial-feature tracking on iOS
- Worked on improving OpenCV to dlib raw data bridging from $O(n)$ to $O(1)$

Cruise (YC 14), acquired by GM

🔗 getcruise.com

Take-home test

- Implemented real-time lane detection in actual video footage using C++ and OpenCV
- Improved the robustness of my algorithm by implementing three-step fallback