

Rezwan Chowdhury

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Summary

Senior iOS Software Engineer with 5+ years of experience developing and maintaining production applications across digital banking, fintech, eKYC, AI utilities, and consumer products. Strong in Swift, UIKit, SwiftUI, reusable native components, REST/JSON integration, asynchronous programming, and MVVM/MVC-based architecture. Experienced in resolving integration and release issues, modernizing legacy interfaces, and collaborating with product, design, backend, and QA teams through production delivery.

Technical Skills

Languages: Swift, Objective-C, C

iOS: UIKit, SwiftUI, custom UI components, adaptive layouts, Swift Concurrency (async/await, Task), Combine, Core Data, StoreKit, Keychain, AVFoundation, Local Authentication

Architecture: MVVM, MVC, Clean Architecture, Protocol-Oriented Programming, Dependency Injection, reusable feature modules; familiarity with VIPER

Tools: Xcode, Git, Firebase, Fastlane, TestFlight, App Store Connect, REST APIs, JSON, API validation, CI/CD

Work Experience

Senior Software Engineer (iOS)

Oct 2025 – Present

Right Tracks IT Limited

Dhaka, Bangladesh

- Architected and launched **Detect AI**, a production iOS/iPadOS app for AI text, image, video, and voice analysis with subscriptions, history, reporting, and secure result presentation.
- Designed reusable native UI components and feature templates across AI Checker, Humanizer, Grammar, Readability, Plagiarism, and Fact Checker workflows, reducing duplication and improving maintainability.
- Used async/await and Task to coordinate REST API workflows, JSON responses, loading states, error handling, and responsive UI updates.
- Diagnosed and resolved a late API contract change before release, preventing a feature failure while preserving the completed user flow and production launch schedule.

Software Engineer (iOS)

Jul 2024 – Sep 2025

Fintech Hub Limited

Dhaka, Bangladesh

- Led native development of **Nakhlah** using UIKit and SwiftUI, building custom interfaces, reusable components, gamified progression, offline-friendly lessons, and local persistence.
- Engineered secure banking and eKYC journeys for **Finjet** and **Airgate** using REST APIs, JSON, async/await, Keychain storage, biometric authentication, document capture, and resilient error handling.
- Rebuilt selected legacy UIKit screens and features in SwiftUI, improving maintainability while preserving established behavior across evolving production requirements.
- Collaborated with product, design, QA, and backend teams to define feature behavior and API contracts, validate integrations, investigate defects, and deliver stable releases.

Software Engineer (iOS); promoted from Junior Software Engineer

Sep 2022 – Jun 2024

LEADS Corporation Limited

Dhaka, Bangladesh

- Developed and maintained UIKit-based Face ID login, Bangla QR payment, and EKPay utility billing features across multiple commercial banking applications used by retail customers.
- Improved reusable loading states, REST API handling, error recovery, and legacy UI flows across Swift and UIKit codebases.
- Applied Swift Concurrency to API requests and supported CloudNet/API modernization by migrating legacy services, validating JSON responses, and maintaining compatibility.
- Performed manual functional, integration, and regression validation and managed TestFlight builds, release preparation, production checks, and App Store compliance.

Selected Projects

Detect AI: AI Content Detector | *Swift, SwiftUI, Swift Concurrency, StoreKit, REST APIs* – Production AI utility app supporting text, image, video, voice, grammar, readability, plagiarism, and fact-checking modules with subscriptions, history, secure result handling, and share/export workflows.

Nakhlah: Language Learning | *Swift, UIKit/SwiftUI, Core Data, Custom UI* – Arabic learning app for Hajj and Umrah pilgrims with reusable interfaces, lesson progression, interactive question types, local persistence, offline access, onboarding flows, and custom progression UI.

ScribbleRift | *SwiftUI, PencilKit, AVFoundation, Local Persistence* – Built a local pass-and-play drawing party game prototype with adaptive iPhone/iPad/Mac layouts, PencilKit drawing, local gallery, share cards, audio/SFX, and modular game flow.

Education

United International University

Dhaka, Bangladesh

Bachelor of Science in Computer Science and Engineering

2015 – 2021

Thesis: *Towards IoT and Machine Learning Driven Leukemia Detection System*

IT Bangla

2015

GED

Maple Leaf International School

2011 – 2012

A Level, Science

Maple Leaf International School

2009 – 2010

O Level, Science