HEDI HIDOURI

Senior Mobile Engineer

+8 years • Native iOS & Android • Flutter • KMP

CONTACT

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Location: Paris, France

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SKILLS

Mobile Platforms
- **Android, iOS, Flutter, KMP**

Programming Languages
- **Swift, Kotlin, Java, Dart, JavaScript, TypeScript, C/C++**

Development Environments (IDEs & Editors)
- **Android Studio, Xcode, Visual Studio Code, IntelliJ IDEA, Atom**

Automation & DevOps
- **Jenkins, Fastlane, Docker, Kubernetes, GitHub Actions, GitLab CI, Bitbucket**

Web Technologies & Frameworks
- **Node.js, React.js, Spring Boot, Ktor**

Architecture & API
- **BFF, Clean Architecture, REST, OpenAPI**

Version Control & Collaboration
- **Git, GitHub, GitLab**
- **JIRA, Confluence**

Methodologies
- **Scrum, Kanban**

EDUCATION

Engineering Degree in Computer Engineering
National Engineering School of Carthage
2014 - 2017

Preparatory Cycle (Math and Physics)
Preparatory Institute for Engineering Studies El Manar
2012 - 2014

Scientific Baccalaureate
Lycee Sened Gafsa
2011 - 2012 - Honors

PROFILE

Senior Mobile Engineer with 8+ years of experience delivering secure products across digital identity, payments, logistics, and banking. I combine mobile expertise with backend/BFF delivery to build robust end-to-end solutions.

WORK EXPERIENCE

SENIOR MOBILE ENGINEER
INGroupe
Apr 2025 - Present • Paris, France

- Developing a cross-platform digital identity wallet aligned with EUDI reference architecture on Android (Kotlin/Compose) and iOS (Swift/SwiftUI).
- Building backend issuer services for credential issuance using OpenID4VCI with secure API contracts.
- Implemented BFF services to orchestrate identity/payment journeys.
- Delivered age-verification and digital-badging use cases (OIDC4VCI/OIDC4VP, SD-JWT, NFC, QR) with CI/CD and quality gates aligned with eIDAS 2.0.

Technical environment: Android (Kotlin, Jetpack Compose), iOS (Swift, SwiftUI), KMP, Ktor, Bitbucket, Jenkins, Fastlane, Docker, BFF.

SENIOR MOBILE ENGINEER
Stuart
Nov 2022 - Apr 2025 • Paris, France

- Designed and modernized Android/iOS experience with Flutter for a high-traffic logistics product.
- Developed BFF endpoints (Node.js) and backend orchestration with Docker/Kafka.
- Implemented automated CI/CD (GitHub Actions, Fastlane) and strengthened quality through unit/integration testing.

Technical environment: Flutter, Dart, Kotlin, Swift, TypeScript, Node.js, Docker, Kafka, GitHub Actions, Fastlane, Firebase, Clean Architecture, Microservices.

MOBILE DEVELOPMENT CONSULTANT
Carrefour
May 2021 - Nov 2022 • Paris, France

- Contributed to Carrefour Drive & Delivery Android product (Kotlin) with feature delivery and UI/UX refactoring.
- Modernized mobile architecture with MVI, Clean Architecture, Flow, Coroutines, and Hilt.
- Upgraded mobile CI (Jenkins, Gradle KTS) and reinforced unit/integration-testing practices.

Technical environment: Android, Kotlin, MVI, Clean Architecture, Hilt, Flow, Coroutines, JUnit, Mockito, MockK, Jenkins, Gradle KTS, GitLab, REST, JIRA, Confluence.

LANGUAGES

- French: Fluent
- English: Fluent
- Arabic: Native
- Spanish: Basic

MOBILE DEVELOPMENT CONSULTANT

JCDecaux

Jan 2021 - May 2021 • Paris, France

- Delivered new features and continuous improvements for large-scale bike-sharing mobile apps (Android/iOS).
- Fixed defects and optimized performance, reducing recurring production issues.
- Implemented unit and integration testing (JUnit, Mockito, XCTest) to improve quality and coverage.

Technical environment: Android, Kotlin, iOS (Swift), MVP, RxJava, RxSwift, Firebase, Google Maps, Jenkins, GitLab, REST.

IOS MOBILE DEVELOPMENT CONSULTANT

HSBC

Mar 2019 - Dec 2020 • Paris, France

- Improved an existing iOS banking app with security-driven features (biometrics, In-App Wallet provisioning).
- Covered analysis, feature delivery, unit/integration testing (XCTest), and production issue resolution.
- Drove continuous improvements in performance and code quality, while contributing to internal libraries.

Technical environment: iOS, Swift, Xcode, MVVM, Clean Architecture, XCTest, Jenkins, Git, Apple Pay, REST.

MOBILE SOFTWARE ENGINEER

Bulldozer

Jul 2017 - Feb 2019 • Ariana, Tunisia

- Contributed to full mobile product lifecycle: planning, development, testing, and Google Play/App Store releases.
- Delivered feasibility studies and technical design for clients across retail, insurance, and media sectors.
- Set up unit, integration, and UI testing; improved technical documentation and supported technical migrations.

Technical environment: Android, iOS, Java, Kotlin, Swift, Dart, Flutter, MVP, MVVM, Clean Architecture, Realm, Room, RxJava, Firebase, Alamofire, Fastlane, Dagger2, Koin.