



Kimia Karbin

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ABOUT ME

I'm an Apple Developer Academy graduate (Naples – Federico II) and a Swift Student Challenge 2026 Distinguished Winner with an invitation to WWDC 2026. I design and build iOS apps with Swift and SwiftUI, with a focus on accessibility. Open to junior iOS roles and structured training programs where I can grow within an experienced team.

PROJECTS

HAPTIZOO – Accessibility App for Blind and Visually Impaired Users

- Designed and developed an iOS accessibility app for blind and visually impaired users
- Awarded **Swift Student Challenge 2026 Distinguished Winner** (~50 worldwide) with an invitation to **WWDC 2026** at Apple Park
- Used **haptic feedback** and **VoiceOver** to create an inclusive, non-visual user experience
- Built with **Swift**, **SwiftUI**, **Core Haptics**, and Apple's **Accessibility APIs**
- Conducted **user research** through interviews and testing with visually impaired users
- Applied **Challenge-Based Learning (CBL)** methodology to identify real-world problems and iteratively develop user-centered features
- Designed user flows and visual identity, aligned with Apple Human Interface Guidelines

Eyelight – Accessibility & AI-Based Navigation

- Contributed to an accessibility-focused iOS app for blind users, using **AI-powered** object recognition and voice assistance for real-world navigation
- Built with **Swift**, **SwiftUI**, and **MVVM** architecture for maintainability
- Ensured robust accessibility (**VoiceOver**, **haptics**) validated through real-user testing
- Designed user flows and visual identity in **Figma**, aligned with Apple Human Interface Guidelines
- Collaborated with an international team using **Agile workflows** and deployed via **TestFlight**
- Applied **Challenge-Based Learning (CBL)** to identify user needs and iterate features

Link www.kimiakarbin.com/projects/eyelight

CatPal – iOS App with AI & Subscription Model

- Designed and shipped a production iOS app with AI-powered audio and image analysis, currently available on the App Store
- Built with **Swift**, **SwiftUI**, and **MVVM** architecture, integrating **Supabase** for cloud sync and multi-device profiles
- Implemented subscription monetization via **RevenueCat**, including custom paywall, premium gating, and purchase flows
- Integrated **Sign in with Apple**, Google Sign-In, and email authentication with full session management
- Developed a companion module with **WidgetKit**, local notifications, and scheduled tasks for daily user engagement
- Ensured accessibility through **VoiceOver**, **Dynamic Type**, and reduced-motion support, aligned with Apple Human Interface Guidelines

Link <https://www.kimiakarbin.com/projects/cat-translator>

EDUCATION AND TRAINING

26/09/2024 – 30/06/2025 Naples, Italy

APPLE DEVELOPER ACADEMY Apple Developer Academy, University of Naples Federico II

Website <https://www.developeracademy.unina.it/en/> | **Field of study** Software and applications development and analysis

10/2022 – CURRENT

GLOBAL LAW AND TRANSNATIONAL LEGAL STUDIES University of Turin

- Completed **fundamental coursework** in **mathematics, physics, and linear algebra**
- Gained hands-on experience with **programming fundamentals** in **C++** and **MATLAB**

● **WORK EXPERIENCE**

FREELANCE IOS DEVELOPER – 11/2025 – Current – TURIN, ITALY

- Designing and developing iOS apps end-to-end, including **CatPal** (AI-powered consumer app with subscription monetization) and **HAPTIZOO** (Swift Student Challenge 2026 Distinguished Winner), currently preparing for App Store release under personal Apple Developer account
- Contributed to multiple previously released iOS apps through collaborative development with a partner developer
- Architecting apps using **Swift**, **SwiftUI**, and **MVVM**, integrating **Supabase**, **RevenueCat**, **WidgetKit**, and Apple authentication frameworks
- Implementing **subscription-based monetization** with custom paywalls, premium feature gating, and purchase flows using RevenueCat
- Managing full app lifecycle through **App Store Connect**, certificates, provisioning, **TestFlight** builds, and release preparation
- Applying **App Store Optimization (ASO)**, keyword research, metadata, screenshots, and localized descriptions, to improve app discoverability

FRONT-END DEVELOPER INTERN – ELEMEN TEAM – 10/2021 – 01/2022 – MASHHAD, IRAN

- Developed responsive websites using **HTML**, **CSS**, **JavaScript**, **Next.js**, and **React**, following **Material UI** and modern design principles
- Applied responsive design techniques including **Flexbox** for cross-device and cross-browser compatibility

● **CERTIFICATIONS**

SCRUMstudy (VMedu Inc.), 02/05/2025
Scrum Fundamentals Certified (SFC™)

- Introductory certification covering **Scrum fundamentals**, **Agile principles**, and **iterative software development**
- Gained understanding of **Scrum roles**, **events**, and **artifacts**, including the responsibilities of the Scrum Master

Mode of learning: Online

● **SKILLS**

iOS Development

Swift | SwiftUI | Core Data | AVFoundation | Core Haptics | MVVM | WidgetKit | Push Notifications | RevenueCat | Supabase | Sign in with Apple | App Store Connect | TestFlight | MapKit | Core Location | async/await | Codable | Swift Concurrency

UI/UX & Design

Figma & Sketch | Apple Human Interface Guidelines | VoiceOver | Dynamic Type | WCAG | Onboarding Flows | Accessibility

Research & Learning Methodologies

Challenge-Based learning (CBL) | User Research | Interviews | User Observation | App Store Optimization (ASO) | Internationalization & Localization

Tools & Collaboration

Agile | Scrum | Git

Programming Languages & Web Development

C++ | Python | JavaScript | HTML5 | CSS | React | Next.js | Tailwind CSS

● **LANGUAGE SKILLS**

English: B2, Italian: B1