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Alejandro Zielinsky

Senior Software Engineer | iOS & AI Products

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Employment

Senior Software Engineer — **AZIO Labs Inc.** — **Aug 2025 – Present**

Meshmap — Senior iOS Engineer (Contract) — *Aug 2025 – Present*

- Designed and developed Meshmap's iOS AR app, prototyping immersive experiences and shaping the product's interaction design.
- Integrated MapKit so users can share AR experiences on a map.

GainIQ — Senior AI Engineer (Contract) — *Nov 2025 – Nov 2026*

- Built Spirea, an AI-powered marketing platform, spanning a React and Tailwind CSS frontend, Node.js services, and AWS infrastructure.
- Shaped product design and integrated AI image generation into Spirea's ad creation workflows.

Senior iOS Engineer — **Teleport Rideshare** — **Aug 2024 – Feb 2025**

- Owned development of core SwiftUI rideshare features, including trip search, rider and driver flows, and MapKit integration.
- Took full ownership of iOS development during a pivot to rideshare aggregation and resolved production issues blocking App Store approval.

Senior Software Engineer — **Steamclock Software** — **Aug 2021 – Aug 2024**

- Led development across **7+ client-facing iOS apps**, including GuideAlong, Ridwell, and Ora Organic; mentored developers through pairing and code reviews.
- Built Scout, a full-stack LLM evaluation tool in TypeScript and Node.js, extending promptfoo to accelerate testing and iteration of AI products.

iOS Engineer — **Connected** — **Mar 2020 – Aug 2021**

- Modernized a major Canadian bank's OAuth framework from Objective-C to Swift. Built SwiftUI fintech features using pair programming and test-driven development.

iOS Engineer — **Optimity** — **Sep 2018 – Mar 2020**

- Migrated **80% of the legacy Objective-C codebase** to Swift/MVVM; built UI, animations, and health features with UIKit, CoreMotion, and HealthKit.
- Automated CI/CD with Fastlane and Jenkins, cutting deployment time by **50%**.

Independent Products

Bento — iOS Finance App & AI Assistant

- Designed and shipped a SwiftUI finance app with a composable widget system for custom dashboards, budgets, recurring expenses, and spending analysis.
- Built the Supabase backend and Plaid bank integrations, with manual accounts, PDF statement imports, and voice-based transaction entry.
- Architected Benii's multi-stage AI pipeline for planning, tool execution, and response generation, enabling natural-language financial analysis and category/tag management.

Letterbox Daily Word Games: Designed and shipped a suite of original daily word games in SwiftUI.

Poly Vita: Solo-developed a Unity puzzle game released on iOS, Android, and Steam.

Technical Skills

- **Languages:** Swift, Objective-C, TypeScript, JavaScript, SQL, C#
- **iOS:** SwiftUI, UIKit, Combine, MapKit, HealthKit, CoreMotion, MVVM
- **Full Stack & AI:** React, Tailwind CSS, Node.js, AWS, Supabase, LLM tool calling, promptfoo, CI/CD

Education

Lighthouse Labs — iOS Development Certificate — 2018

Humber College — Advanced Diploma, Game Programming — 2013 – 2016