SAURABH GARG

Mobile Engineering Leader – iOS, Android and Backend

Oldemarkt, Overijssel, Netherlands · +31 6 25 04 55 39 · saurabh@gargs.com · linkedin.com/in/dmgargs · www.gargs.nl

SUMMARY

I lead small teams that ship native apps to **more than a million people**. 20 years in software, 16+ in native iOS.

Now: Lead Engineer at Sportlink until December 2026, technical lead of a distributed team of five behind Voetbal.nl and other Dutch and Belgian sports apps.

Before: led iOS on Week Calendar (about 500k daily users) through its move from paid to freemium and its acquisition.

Looking for: an engineering manager or head-of-mobile role, remote or hybrid. Available immediately.

EXPERIENCE

Lead Engineer, Sportlink Services B.V.

Jun 2024 – Dec 2026

Native iOS and Android apps and backend for Voetbal.nl and other Dutch and Belgian sports federations: 16 app variants released every two weeks to more than a million users, ISO 27001-certified.

Team

- **Technical lead of a distributed team of five** (two iOS/Android, one backend, one QA, one analyst), working with the product owner. Regular 1:1s and mentoring; formal HR sits with the line manager.
- Work with the **offshore vendor** to source people with the right skills and attitude, and facilitate demos and knowledge transfer so we train each other.

Delivery

- Led the architecture of **two new club apps** (basketball, baseball/softball), live on iOS and Android, reusing the backend without changing the data model.
- Led the **visual overhaul** as tech lead, including the programme-list redesign: delivered by my team **in scope and on time**, and it brought in substantial follow-on work. Worked with stakeholders and advertising partners on low ad viewability, which supported the case for it.
- Deliver **customer change requests (RFCs)** with agile development alongside customer-facing technical and business analysts, using Claude Code for first-pass analysis.
- Replaced a manual iOS release process with a **CircleCI pipeline**: one approval creates the version and submits it for review.
- Drove the move from a proprietary login to **Keycloak (OAuth2)**: DevOps tickets, the production deployment plan, and an audit of the service that stores the apps' login tokens. Months of internal testing are done, with toggles and English and Dutch test manuals for a controlled rollout.
- Built **Claude skills and agents** for Navajo (Dexels' backend framework) and a local harness that compares API responses before and after each change: better-tested code, faster delivery, and a way to investigate push-notification issues we could not reproduce in test.

Founder (part-time), Instint

Aug 2019 – Present

Privacy-first iOS app for parents and teenagers, built around a sustainable rewards mechanism. Live on the App Store since December 2021.

- Built the **full stack**: product, the SwiftUI app and the Swift/Vapor backend. No user data is shared with third parties.

Freelance iOS Developer / Architect 2019 – 2024

Paused when I joined Sportlink full time.

- **Beter Bed**, via Nalta (2023): new native iOS app in SwiftUI; I chose the stack and mentored a Nalta colleague.
- **Hoya**, via Nomads (2021): prototype iPad app, now in use in APAC.
- **Ockto** (2021 – 2022): modernised government data capture with SwiftUI and Combine.
- **Maple Media** (2019 – 2022, with pauses): kept improving Week Calendar for its new owner, and worked on other Maple Media apps.

Lead Software Engineer, WeekCal BV Sep 2014 – Jul 2019

Tech lead of Week Calendar, a calendar and reminders app with about 500k daily and 1M+ monthly users. Responsible for keeping it among the Dutch App Store's top grossing paid apps and, with the owners and investors, for the growth plan that led to its acquisition.

- Made the app **freemium** with the owners and investors. Decided which views stayed free and which went behind a paywall, so ratings held, then added premium subscriptions (weather and others). The acquisition succeeded on the growth metrics, and the acquirers kept me on as a freelancer.
- **Hired and mentored two interns**: a retired senior manager learning app development, and one who is now a full-time app developer.

Senior Software Engineer, Marktplaats (eBay) Dec 2012 – Sep 2014

- Made the business and technical case for a **native universal app** and led its prototyping, delivered on schedule to good reviews.
- Built a Jenkins pipeline with daily internal betas and change-logs from Git commits. Led the move to TDD: **almost 100% coverage** on newly written or refactored modules.

Earlier career 2006 – 2012

- **Software Engineer, Booking.com** (2011–2012): second full-time iOS engineer on the new mobile team, helped recruit; Booking Tonight (same-day hotel booking); A/B testing in the app.
- **Software Engineer, eBuddy** (2010–2011): iPhone clients, Java/J2EE products, Scrum team.
- **Consultant, Mashed Pixel** (2010): lead iOS developer on the Surc® hardware-connected universal remote app.
- **Software Engineer, AOL** (2009–2010): AOL Autos iPhone app.
- **Developer, Beach Street Consulting and Matrix Technologies** (2006–2009): enterprise content management consulting for US federal and education clients.

SKILLS

Leadership: hiring and mentoring · 1:1s and career growth · technical roadmap and architecture · agile delivery in an ISO 27001-certified environment

Mobile: Swift, SwiftUI, Objective-C, UIKit, Android (Jetpack Compose), CI/CD (CircleCI, Jenkins)

Backend and tooling: Swift/Vapor, Navajo, Keycloak (BFF), SQL, Git, A/B testing, AI-assisted development (Claude Code)

EDUCATION AND CERTIFICATION

iSAQB Certified Professional for Software Architecture, Foundation Level (CPSA-F), September 2025

MS Computer Science and MS Computer Engineering, North Carolina State University, USA

BS Electronics and Communications Engineering, UIET Kanpur, India

Languages: English (native proficiency) · Hindi (native) · Dutch (A2, inburgering exam passed; I understand more than I speak)