

ELENA ZOBAK

iOS Developer

US-based (Remote) | elenazobak@gmail.com | [GitHub](#) | [LinkedIn](#) | [Website](#)

Languages: English (bilingual), Hebrew (native), Russian (native)

iOS developer with 3 shipped apps on the App Store. Built Hiola (real-time multilingual chat with AI translation, Firebase backend, push notifications) and Yalla Ivrit (30-lesson learning app with speech recognition, StoreKit 2, offline support) — both solo, from empty Xcode project to App Store approval. Background in QA engineering and technical operations gives me an unusual eye for edge cases, user experience, and shipping reliably.

SHIPPED APPS

Hiola — Multilingual Chat

Everyone writes in their own language and reads in theirs. AI translation is automatic — no buttons, no friction.

- **Architecture:** MVVM, Swift/SwiftUI, async/await
- **Backend:** Firebase Auth (phone), Firestore (real-time listeners), Cloud Functions (Node.js), Storage, FCM push notifications
- **AI Integration:** Claude API for message translation with 3-layer quality defense (client-side language detection, server-side verification, AI post-processing). Age-aware vocabulary adaptation
- **Features:** Group chat, emoji reactions, photo messaging, message editing, contact sync, read receipts
- **GitHub:** github.com/elenazobak/Hiola

Yalla Ivrit — Hebrew Learning

Story-driven Hebrew learning app for immigrant children. Anxiety-informed progression design.

- **Scope:** 30 lessons, 315 vocabulary words, 13 interactive activity types, ~6,700 lines of Swift across 54 files
- **Technical:** SwiftUI, SFSpeechRecognizer for pronunciation practice, StoreKit 2 in-app purchases, fully offline-capable
- **Design:** 4-stage learning model (First Exposure → Recognition → Guided Production → Free Production)

NumWix — Logic Game

Number code puzzle game. Swift/UIKit.

EXPERIENCE

Technical Operations Manager | South Jersey Innovation Center

Oct 2023 - Present

- Platform operations for 500+ users — onboarding, configuration, QA, technical support, vendor coordination
- Built reusable QA checklists and launch routines; reduced setup errors by half
- First-line technical triage: reproduce issues, document root cause, coordinate fixes

iOS Engineer | STRIV3 Inc. (Remote)

Mar 2023 - Dec 2023

- Debugged production SwiftUI app — investigated API failures, fixed UI regressions, collaborated with senior engineers
- Structured reproduction steps and logging to improve issue resolution speed

Producer & Project Manager | Elena Zobak LLC (Freelance)

2016 - 2023

- Managed 30+ digital content projects: scope, timelines, client feedback, delivery
- Clients: Maccabi USA, Israeli American Council, BabySense, PicassoTiles

QA Engineer | Hiro Media (Ad-Tech)

2013 - 2015

- Manual QA across browsers and devices; structured bug reporting; regression testing

Head of Graphic Design for Web | Haaretz / TheMarker (Israel)

2008 - 2013

- Led 6 designers at Israel's largest newspaper — daily editorial visuals at national scale

TECHNICAL

iOS: Swift, SwiftUI, UIKit, MVVM, async/await, Combine, SFSpeechRecognizer, StoreKit 2, App Store Connect, TestFlight **Backend:** Firebase (Auth, Firestore, Cloud Functions, Storage, FCM), REST APIs, Node.js, Claude AI API **QA & Testing:** Edge-case testing, structured reproduction, regression validation, cross-browser/device QA **Tools:** Xcode, Git, Postman, Chrome DevTools, Instruments, Jira, Figma

EDUCATION

Software Engineering Immersive — Fullstack Academy | Digital Product Management — University of Virginia (Coursera) | Computer Science coursework — Open University of Israel