

Bassel Alesh

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WORK EXPERIENCE

Senior Mobile Software Engineer - Search & Discovery → Plans & Payments
ClassPass September 2021 - Present
New York, NY

- Led the integration of Strong Customer Authentication (SCA) in all mobile payment flows (React Native, Swift).
- Led the frontend (iOS) and backend (TS) development of a reusable one-click checkout modal that can be used to book appointments quickly from multiple entry-points in the app.
- Built features for Search and Discovery on iOS, such as map clusters, request-to-book flows, search filters, and more.
- Updating Jenkins CI to support annual Xcode and iOS updates, while working to reduce runtime by more than 25% on pull-request and main builds.
- Improving CI stability by auditing AWS machines when needed, analyzing test time stability on DataDog, and working with Platform teams to bring up new machines for development.
- Upgrading and maintaining critical mobile SDKs and tracking, identifying and fixing crashes.

Founding Designer and Engineer
ResX July 2022 - May 2023
New York, NY

- Designed and built an iOS app for a crowd-sourced reservations marketplace.
- Single-handedly led the end-to-end development of all the frontend, backend, devops, web, admin and UI/UX work.
- Built the backend with TypeScript, GraphQL, and Prisma, with admin and user authentication and permissions.
- Configured several AWS components: RDS, ECR, Certificate Manager, Docker Compose, and more.
- Launched and onboarded 30k users (14k WAU, 5k DAU, \$15k MRR) in 6 weeks.

Founder
Spliti December 2020 - Present
San Francisco, CA

- Launched and developed an iOS app that lets friends split restaurant bills by scanning or uploading receipts.
- Developed the frontend using SwiftUI and Combine with third-party libraries such as Apollo and Auth0.
- Developed the backend using Node.js, GraphQL and Prisma, integrating with Twilio, AWS S3, and Auth0 APIs.

iOS Engineer - Contract
Ziina (YC W21) January 2021 - June 2021
Remote

- Developed the Know Your Customer (KYC) onboarding flow for Ziina, a P2P payment app for the Middle East.

Wireless Systems Design Engineer
Apple January 2018 - December 2020
Cupertino, CA

- Developed 5G mmWave calibration software used across hundreds of stations at iPhone 12/12 Pro assembly factories.
- Led the integration of equipment libraries from vendors and developed C++ APIs for our framework.
- Led all of the 5G mmWave factory stations at the iPhone 12 mini New Product Introduction (NPI) builds.

SKILLS

Languages: Swift (SwiftUI, UIKit), JavaScript/TypeScript, React Native, C/C++ and Python.

Software: Adobe Illustrator, Docker, Figma, GraphQL, Prisma, and Apollo.

EDUCATION

Bachelor of Science in Electrical Engineering
University of Illinois at Urbana-Champaign **GPA: 3.86/4.00**
August 2014 - December 2017

Honors & Awards

Ellery B. Paine Outstanding Junior Award 2017
Electrical and Computer Engineering Visionary Award 2017