

KRISTOPHER BAKER

Senior iOS Software Engineer

iOS engineering, consumer mobile products, and release quality

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US Citizen • Japan Permanent Resident

SUMMARY

Senior iOS engineer with 13+ years of experience building and scaling consumer mobile products used by millions. Deep background in Swift, Objective-C, UIKit, SwiftUI, performance optimization, release quality, and end-to-end feature delivery across subscription, checkout, onboarding, feed, article, fitness, social, and commerce surfaces.

CORE COMPETENCIES

iOS Product Engineering: Consumer app architecture, end-to-end feature delivery, subscription funnels, checkout, onboarding, experimentation

Swift & Apple Platforms: Swift, Objective-C, UIKit, SwiftUI, AVFoundation, AppKit

Mobile Architecture & Systems Design: Modular iOS architecture, protocol-oriented design, dependency injection, backend-driven UI, server-driven onboarding, developer tooling

Concurrency & Performance: Swift concurrency (async/await, Actors, Sendable), Instruments profiling, memory optimization, smooth scrolling, real-time processing

Team, Delivery & Modern Engineering Workflows: Technical design documents, cross-functional launch leadership, CI/CD, release planning, technical interviewing, and practical AI-assisted development workflows

EXPERIENCE

Wolt / DoorDash | Senior Software Engineer, iOS

May 2023 – Present | Tokyo, Japan

Senior iOS engineer for membership and checkout surfaces in a large-scale consumer application, owning features end-to-end from proposal through delivery, release, and post-launch analysis.

- Led implementation of subscription funnel improvements, contributing to +29.8% incremental membership sign-ups through experimentation and iteration.
- Identified and addressed key friction points in checkout, implementing optimizations that contributed to +27,000 incremental subscribers annually.
- Served as frontend DRI for major product launches including Cart Entry Point, Express Sign-Up, and Long Distance Delivery, coordinating across iOS, Android, Web, backend, and data teams distributed across Germany, Finland, and Japan.
- Built iOS telemetry instrumentation, internal tooling, and backend-driven UI systems enabling faster experimentation cycles and improved release confidence across the membership surface.
- Refactored shared UI components and standardized ViewModel patterns across checkout and discovery flows, reducing duplication and improving long-term maintainability.
- Authored technical design documents (RFCs) for cross-team architecture decisions and feature proposals.

SmartNews | Senior Software Engineer, iOS

April 2019 – May 2023 | Tokyo, Japan

Core iOS engineer on a consumer news application serving tens of millions of users globally, owning features across the full development lifecycle.

- Built and shipped features across feed rendering, onboarding, push notifications, navigation, and article display in a large-scale, performance-sensitive codebase.
- Owned feature delivery end-to-end: architecture design, implementation, testing, release planning, and post-launch iteration with metric-driven evaluation.
- Led Objective-C to Swift migration initiatives and established SwiftLint and SwiftFormat standards, improving code consistency and long-term maintainability across the iOS team.
- Implemented server-driven onboarding flows using SwiftUI, decoupling product iteration from release cycles and enabling rapid A/B testing of onboarding variants.
- Collaborated with product, backend, and ML teams across Tokyo and San Francisco to ship globally distributed features on tight timelines.
- Conducted 100+ technical interviews across engineering roles.

Bodybuilding.com | Software Engineer, iOS

March 2013 – July 2018 | Boise, Idaho

Developed native iOS applications across fitness tracking, social feed, and e-commerce products serving a large consumer user base.

- Diagnosed and resolved critical feed rendering bottlenecks using Instruments profiling and multithreaded layout computation, achieving consistent 60fps scrolling performance.
- Led early adoption of Swift and guided production applications through multiple major Swift language migrations, establishing patterns adopted across the team.
- Implemented CI/CD pipelines and release automation, improving development velocity and deployment reliability.
- Awarded Company MVP for delivering critical feed functionality during a team transition while maintaining release commitments.

EDUCATION

University of Illinois Springfield

Bachelor of Science, Computer Science | Minor: Mathematics

Summa Cum Laude