



Johannes Wärn

Product Engineer

Stockholm, Sweden
johannes@warn.se
+46 (0)73-581 96 06

iOS Product Engineer – Iris is me

OCTOBER 2024 – JULY 2025

- Built an optimised media pipeline for the camera with dual camera support, real-time filters, overlaid videos, and more. Written using Swift and shaders in Apple's Metal Shading Language.
- Local AI models for categorising users' photos.
- LLMs for customising the user interface based on user instructions.
- Designed and built an experience for re-discovering your own photo library using Swift and SwiftUI.

Chief Product Officer – Gaff

AUGUST 2023 – AUGUST 2024

- Trained and coached the technical team consisting of students from KTH.
- Designed low-friction phone calls, viral loops, and monetisation strategies.
- Built the iOS app from scratch using Swift and SwiftUI with features including real-time audio calls (WebRTC), notifications, OTP sign up, Apple Push to Talk, and contact discovery.

Chief Prototyper – Iris is me

JANUARY 2023 – JUNE 2023

- Built 10+ minimum viable products in Swift to explore different directions for the new startup. Multi-user live cameras, co-watching, multi-user live social spaces, XP-based fan communities, and more.
- Designed and prototyped with other designers in Figma.

iOS Developer & Designer – Boksnok (now Lylli)

JANUARY 2021 – OCTOBER 2023

- Designed and built a remote co-reading experience for FaceTime using Apple SharePlay, getting the app featured in the 2022 WWDC keynote.
- Designed and implemented a tracking API used to collect user analytics data and generate accurate and auditable invoice calculations.
- Designed and built profiles supporting multiple children on one device.
- Greatly improved the performance of the ebook reader and audio engine.

iOS Developer & Designer – Apps by Wörn

APRIL 2019 – JANUARY 2021

- Self-funded, designed and built open source apps for learning.
- Spaced Repetition by Wörn is designed to make it easy for users to freely design their own flash cards with text, images and drawings, and then study them using a SR algorithm based in the science of memory.
- Math Practice by Wörn is designed for quick sessions to practice arithmetic.
- 20k+ first time installs, 4.8 stars rating on Apple's App Store.

Squad Driver & iOS Developer – Forza Football

JANUARY 2018 – APRIL 2019

- Led a team of designers and developers in close collaboration focused on small changes with high impact for the user experience.
- Verified our improvements with quantitative hypothesis checked against user data in BigQuery as well as qualitative measurements.
- Set up a workflow with short sprint cycles and continuous team feedback.
- Shipped multiple improvements to the app including: video watching by providing next video navigation, start and loading with placeholder layouts and asset optimisation, sharing with rich sharable images.

Tech+Design Lead – Forza Clubs

NOVEMBER 2015 – JANUARY 2018

- Prototyped a new app concept for football clubs giving them their own media channel with live streaming, then led the design and development.
- Built the iOS app from scratch (Swift) with features including: live stream camera (RTMP), video with live chat, notifications, in-app purchases.
- Provided the technical and design perspective in sales meetings with IFK Göteborg, the Swedish national team (SvFF), Brønby IF, and more.
- Managed external consultants for the backend.
- Conducted a live video interview with Swedish national team players Emil Krafth and Ludwig Augustinsson in the app.

iOS Developer – Forza Football

MARCH 2015 – NOVEMBER 2015

- Worked on the live score app as an iOS developer.
- Existing project written in Objective-C, UIKit and Core Data.
- Collaborated on new features with the design and backend teams.
- Fixed various bugs and issues.

iOS Developer – Consultant

JUNE 2013 – MARCH 2015

- Native app development in Objective-C and UIKit for different clients including Acast and MixStage.
- Focused on media programming such as real-time audio-video sync and podcast playback, working against low-level media APIs from Apple.

Web and Mobile Game Designer – Self-employed

OCTOBER 2008 – JUNE 2013

- Designed and built original web and mobile games.
- Licensed by King.com, Amazon, Spil Games, and more.
- Adobe Flash, HTML5 (JavaScript, canvas), and native iOS (Objective-C)
- Also helped King.com with their social games concept on Facebook.

Johannes Wörn

Stockholm, Sweden

johannes@warn.se

+46 (0)73-581 96 06

WWDC Keynote Feature, App Store Featured, Technical direction, Mentorship & coaching, Team leadership, Code review, Pair programming, Remote collaboration, Cross-disciplinary workflows, Stakeholder communication, Hiring, Project ownership, Client communication, Presentations & demos, Documentation, Product design, Interaction design, Product engineering, Product management, Product strategy, Data-informed design, Figma, Sketch.

Swift, SwiftUI, Objective-C, UIKit, AppKit, AVFoundation, Core ML, Metal Shading Language (MSL), Core Image, Core Graphics, Core Animation, SpriteKit, WebRTC, Core Data, Firebase, SQLite, API design, REST APIs, URLSession, Photos Framework, Push Notifications, Apple Push to Talk, OTP Authentication, Sign in with Apple, Swift Concurrency, Swift Packages, Bash scripting, Custom AI model integration, Real-time video processing, Real-time audio processing, Media pipelines, Low-latency media, RTMP, HLS, Custom protocols, Image caching, Cloud storage (Backblaze B2, AWS S3), TestFlight, App distribution, Analytics, Performance optimisation, Git, Build automation.