



TUDOR DRAGAN
MSc. in Computer Science

*Tech Lead | Mobile Platform Architect |
iOS & tvOS Specialist | AI-Enabled
Product Engineering | 15+ Years
Experience Building Scalable
Consumer Applications*

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Skills

TECHNICAL LEADERSHIP

- Technical Strategy
- Software Architecture
- Engineering Mentorship
- Platform Modernization
- Cross-Functional Collaboration
- Product Development
- Engineering Excellence

APPLE ECOSYSTEM

- Swift
- SwiftUI
- UIKit
- Swift Concurrency
- Combine
- Objective-C
- iOS
- iPadOS
- tvOS
- watchOS

Professional Experience



Tech Lead for the Apple Platform

TDC Brands A/S (YouSee), Copenhagen, Denmark - tdcbrands.dk
2022 January - Present

Lead the Apple Platform organization responsible for delivering streaming and entertainment experiences across iOS, iPadOS, macOS and tvOS.

Key Contributions:

- Define and execute technical strategy for the Apple platform, aligning long-term architecture with product and business objectives.
- Led the modernization of core application architecture using SwiftUI, Combine, Swift Concurrency and The Composable Architecture (TCA), improving maintainability, testability, and development velocity.
- Designed reusable platform components and shared frameworks adopted across multiple teams and products.
- Drove significant improvements in application stability and reliability, increasing crash-free sessions on the streaming applications from approximately 75% to over 99%.
- Led the redesign and implementation of critical platform components, including playback, content presentation, and navigation infrastructure.
- Foster a strong engineering culture focused on knowledge sharing, technical excellence, continuous learning, and long-term ownership.
- Coordinate cross-functional initiatives involving backend teams, product managers, designers, QA engineers, and multiple development teams.



Senior Android Developer

TDC Brands A/S (YouSee), Copenhagen, Denmark - tdcbrands.dk
2020 November - 2022 January

Key Contributions:

- Individual contributor to the "YouSee Tv & Film" application for Android with more than 500.000 active users each month.

ARCHITECTURE & BACKEND

- The Composable Architecture (TCA)
- Reactive Programming
- REST APIs
- gRPC
- Distributed Systems
- Microservices
- Server-Side Swift

CLOUD & DEVOPS

- Docker
- CI/CD Pipelines
- Build Automation
- Infrastructure at Scale

ADDITIONAL TECHNOLOGIES

- Kotlin
- Java
- Python
- Machine Learning Integrations
- SQLite
- Core Data
- MySQL

LANGUAGES

- Romanian (native)
- English (fluent)
- Danish (C1-level).

**Senior Mobile Engineer (iOS + Android)**

Visma e-conomic A/S, Copenhagen, Denmark

2016 February - 2020 October

Contributed to the development and evolution of mobile products used by more than 135,000 businesses across Scandinavia.

Key Contributions

- Led the architecture and development of Android applications that expanded the company's mobile offering.
- Acted as an internal advocate for Kotlin adoption and modern software engineering practices.
- Introduced reactive programming patterns, modular architecture, and build automation improvements that increased scalability and developer productivity.
- Designed and developed internal machine learning SDKs used by multiple teams across the organization.
- Built and deployed cloud-native backend services using Server-Side Swift, Kubernetes, Docker, and Spinnaker.
- Mentored engineers and helped establish engineering practices focused on maintainability, code quality, and continuous improvement.

**Co-founder & CTO**

Under Development Office (bought by Zitech Romania), Bucharest, Romania - zitech.com

2011 May - 2013 August

- Co-founded a software consultancy that grew into a 25-person engineering organization delivering native mobile solutions for enterprise clients including PwC and Medcover.
- Co-founding a company has taught me a lot in a relatively short amount of time and I stepped down from the company's leadership when it was time to focus on the final part of my education, finishing my Bachelor's degree in Computer science and pursuing my Master's degree in Copenhagen.


Selected Achievements


UPRISE GAME*



SPIL PRISEN 2016

 Copenhagen, Denmark


 Best Showcase Winner


 Best Game In Danish Nominee



GAME SCOPE AWARDS 2016

 Copenhagen, Denmark

 Best Student Project Winner

 Best Audio Nominee

Academic Background



Master's Degree in Computer Science at DIKU Computer Science Institute, Copenhagen University, Denmark - di.ku.dk

2014 September - 2017 March

Thesis: "Interacting Beyond The Smartwatch Display Using Motion Tracking Technologies" - Grade 12/12



Game Developer at DADIU The National Academy of Digital Interactive Entertainment - dadiu.dk

2015 January - 2015 July



Bachelor of Engineering in Computer Science at The Faculty of Automatic Control and Computer Science, Polytechnic University of Bucharest (PUB), Romania - acs.pub.ro

2010 October - 2014 June

Thesis: "watchr: Public Community Issues Reporting System" - Grade 9/10