# Arya Mohajer

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– Summary –

I'm Arya, an enthusiastic iOS developer passionate about creating apps and exploring new ideas with Apple technologies. Currently honing my skills at the Apple Developer Academy, I'm at the start of my journey eager to learn, grow, and build something better every day.

## Education –

Apr 2025 - May 2025 AI Fundamentals with IBM SkillsBuild, Cisco / IBM SkillsBuild

Gained foundational understanding of Artificial Intelligence principles. Learned the basics of Machine Learning and Deep Learning. Explored Neural Networks and their real-world applications. Gained introductory knowledge of Natural Language Processing (NLP). Understood the fundamentals of Computer Vision. Studied ethical concerns and responsible AI practices. Strengthened problem-solving and critical thinking skills in AI contexts.

Apr 2025 - May 2025 Agile with Atlassian Jira, Coursera

Gained foundational understanding of Agile principles and Scrum methodology. Explored Scrum roles: Product Owner, Scrum Master, and Development Team. Understood the purpose of core Scrum events: Sprint Planning, Daily Standup, Sprint Review, and Sprint Retrospective. Learned about Scrum artifacts: Product Backlog, Sprint Backlog, and Increment. Gained basic awareness of the Scrum Master's role in facilitating the process. Recognized how Scrum promotes iterative, incremental, and collaborative development. Developed introductory knowledge of velocity, burn-down charts, and user stories

Mar 2023 - Apr 2023 Complete COURSE ON INTELLECTUAL PROPERTY, World Intellectual Property Organization

Completed DL-101, a comprehensive course on Intellectual Property (IP) law fundamentals, emphasizing essential knowledge for protecting digital products, including applications. Gained insights applicable to software development, licensing, and safeguarding intellectual assets within the technology industry.

Jan 2023 - Mar 2023 Building Competitiveness in Creative Industries, International Trade Centre

This course introduces participants to the various opportunities and challenges faced by SMEs in the creative industries, with a particular focus on new technologies and financing schemes. It provides an overview of the creative industries sector and its key subsectors, highlighting their significance, trends, and challenges at national, sectoral, and firm levels.

Nov 2022 - Jan 2023 Internet Giants: The Law and Economics of Media Platforms, The University of CHICAGO

Enhanced understanding of digital platform dynamics, content regulations, and economic strategies influencing app development. Strengthened ability to navigate legal and economic challenges impacting app distribution and digital content management.

 $100\ \mathrm{Days}$  of Code: The Complete Python Pro Bootcamp, UDEMY

I passed the 100 Days of Code – The Complete Python Pro Bootcamp, building expertise in Python through 100 hands-on projects involving automation, web development, data science, and machine learning. Projects included automation, web scraping, database management, and API creation, strengthening practical skills and problem-solving capabilities. Gained extensive practical experience in Python programming and real-world application development.

Sep 2021 - Present global law and transnational legal studies, University of Turin

During my studies in Global Law and Transnational Legal Studies, my focus was on Tech Law. Throughout my time atuniversity, I specialized in Intellectual Property, including Copyright, Trademarks, Industrial Designs, and Patents. Based on my knowledge in this field, I was accepted into the Intellectual Property Summer School Organization in Geneva, where I successfully completed various courses related to technology law.

Sep 2024 - Present

Apple Developer Academy, University of Naples Federico II

#### Eyelight - Accessibility & AI-Based Navigation

Designed and developed an accessibility-focused app for blind users using Swift, UIKit, LiDAR, and AVFoundation.

Conducted extensive user-centered research through interviews, observation, and ethnographic methods. Identified real-world challenges and transformed them into a solution using the Challenge-Based Learning approach. Integrated YOLO object detection, a voice assistant, and CoreMotion for contextual awareness. Implemented VoiceOver, UIAccessibility for all types of color blindness, and haptic feedback to ensure inclusive interaction. Managed dynamic permissions for camera, microphone, and speech, and validated accessibility using Apple's tools and real-user testing. Designed accessible onboarding flows with strong UI consistency, and followed Agile methodologies with iterative development and sprint-based collaboration. Distributed via TestFlight for user feedback and iteration.

#### Molechecker - AI-Powered Skin Mole Analysis

Developed a privacy-first iOS app using **Swift** and **CoreML** to help users assess skin moles through image-based AI analysis. Built and integrated a custom machine learning model trained on 10,000+ anonymized medical images to classify moles as "Normal" or "Atypical." Designed the app for full offline functionality to protect user health data and avoid cloud dependency. Ensured medical relevance through consultation with certified sources while clearly presenting the tool as educational and non-diagnostic. Focused on **ethical UX design**, **accessibility**, and empowering users to monitor their skin health independently. **Collaborated in an international team** and followed structured version control practices. Delivered and tested through **TestFlight**.

## <u>StoryCraft – AI-Powered Storytelling for Children</u>

Designed and developed an educational iOS app that encourages creativity and literacy in children through interactive storytelling and real-time AI support. Implemented **SwiftUI** and **Combine** to create a playful and responsive interface. Integrated **OpenAI API** to generate story introductions based on selected environments and characters, allowing children to build narratives with up to three guided AI prompts. Enabled **voice recording** and used **CoreML** for natural language analysis to detect emotional tone, dynamically assigning mood-based background music. Managed audio and story storage using **SwiftData** and **UserDefaults**. Built a personal story archive system and deployed via **TestFlight**. **Worked in an international, cross-functional team**, contributing to both development and design efforts.

#### <u>Volcano Explorer – AR Educational App for Kids</u>

Developed an interactive learning app for children (ages 6–9) using **SwiftUI**, **RealityKit**, and **SceneKit** to teach volcanic science through storytelling, 3D models, and augmented reality. Included historical eruption data and educational mini-games. Focused on accessibility and inclusivity to support science education and safety awareness in volcanic regions. Delivered via **TestFlight** for validation and testing.

## EchoEcho - Interactive Environmental Learning App with Language Play

Designed and developed an educational game for children aged 6–9 that uses playful **secret-language mechanics** to spark curiosity about endangered animals and environmental protection. Built with **SwiftUI** and **AVFoundation**, the app features narrated adventures, interactive mini-games, and a unique **voice echo system** where animal guides teach children fun, coded words related to nature. Each continent-based chapter delivers lessons on empathy, biodiversity, and sustainability through engaging storytelling and character interaction. Focused on fostering emotional connection and awareness through immersive experiences. Released via **TestFlight** for early user evaluation.

Skills —				
Creativity	Experienced	Teamwork	Experienced	
Market Research	Expert	Problem Solving	Experienced	
Communication	Experienced	Accessibility	Experienced	
Localization	Experienced	Analytical Thinking	Experienced	
Time management	Experienced	Work ethic	Expert	

Languages					
English	Fluent	Italian	Fluent		
Persian	Native Speaker				
=	Lin	ks			
<u>Portfolio</u>					
<u>Linkedin</u>					
<u>GitHub</u>					