

# Ludovic Ollagnier

Senior Apple Platforms Engineer |  
macOS · iOS · Swift · Objective-C  
· Product & Platform Engineering

📍 Québec, QC

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## Profiles

[LinkedIn](#) [GitHub](#)

## Skills

### 🍏 Apple Platforms & Languages

Swift, Objective-C, macOS Development, iOS Development, AppKit, SwiftUI, UIKit

### 🔧 Engineering

Software Architecture, Product Engineering, System Integration, Performance Optimization, Reliability, Maintainability

### 🚀 Modern Development Practices

AI-Assisted Development, Agentic Development, Codex, Claude Code

### 🎓 Training & Communication

Apple Certified Trainer, Technical Communication, Knowledge Sharing, Developer Education

## Certifications

### Train-the-Trainer

Apple Foundation Program x  
Simplon  
2019

### Apple Certified Trainer — App Development with Swift

Apple  
2017

### Apple Certified Master Trainer (macOS X, macOS X Server)

Apple  
2013

## Summary

**Senior Apple Platforms Engineer** focused on building high-quality native macOS and iOS products. Strong background in Swift, Objective-C, system integration, performance, and product quality, with particular depth in macOS and native Apple development.

**Experienced trainer** with strong technical communication and knowledge-sharing skills. Actively **leveraging AI-assisted and agentic development tools** to accelerate delivery without compromising engineering standards.

## Experience

### Beside

Remote from Québec, QC

Senior macOS / iOS Engineer

June 2024 - Now

- **Principal developer** of the macOS application and lead of the Desktop / macOS crew.
- Led the evolution of **Beside for Mac** as a native Apple product, driving architecture, system integration, reliability, performance, and overall product quality across the desktop scope.
- Delivered key capabilities around **meeting intelligence**, including **automatic online meeting detection and recording**, **local live transcription**, AI-generated summaries, and AI chat grounded in meeting content.
- Contributed to **contextual meeting preparation** workflows through **calendar integration**, **participant enrichment**, and reuse of prior meeting history.
- Built **delivery and update mechanism** integrated with the company's **CI/CD** to have full control on app's distribution.
- Extended the product beyond meetings by integrating **calling and messaging features**, deepening the connection between the macOS application and Beside's mobile ecosystem used by **20k+ businesses in the US**.
- Actively used **AI-assisted and agentic development tools (Codex, Claude Code)**, helping structure their usage through context files, **reusable skills**, and **custom commands** to improve iteration speed, implementation quality, and agent efficiency.

### Beam

Paris, France / Remote

Senior macOS / iOS Engineer

June 2021 - June 2023

- Contributed to Beam, a **native Mac browser and note-taking product** built with Swift, SwiftUI, and WebKit (now Open Source).
- Developed **desktop product features with deep system integration** and strong attention to usability, performance, and execution quality.
- Built an **in-house macOS update system in pure Swift**, including a **sandbox-compatible** updater, **XPC installer**, and **CI-integrated** release feed tooling.
- Helped shape a **polished Mac productivity experience** combining browsing, note-taking, and idea capture.

### Independent Consultant

Paris / France / Remote

Apple Platforms Consultant & Certified Trainer

2010 - 2024

- Provide **consulting, development, training, and mentoring** across Apple technologies, with experience spanning **iOS, iPadOS, and macOS**.
- Delivered **technical training and knowledge-sharing** programs for schools, universities, companies, and training organizations.
- **Apple Certified Trainer** in App Development with Swift, with a strong focus on making complex technical topics clear, practical, and accessible.
- Contributed to train-the-trainer initiatives, including the **Apple Foundation Program** in collaboration with **Apple**.

## Experience

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### **Auvence Éducation / Ynov**

Bordeaux, France

Apple Technical Lead

2010 - 2012

- Served as **Apple technical lead** for the deployment and management of iTunes U and Podcast Producer platforms.
- Worked on **automated podcasting solutions**, primarily in education-related environments.
- Supported implementation and operational setup of **Apple-based publishing and distribution workflows**.

### **SUPINFO International University**

Bordeaux / Paris, France

Apple Program Lead / Trainer

2008 - 2010

- Designed **course materials, labs, and examinations** covering Apple technologies including Mac OS X, Mac OS X Server, and introductory Cocoa development.
- **Coordinated a distributed team of trainers** across multiple international campuses.
- **Delivered technical training** on Apple platforms and supported Apple lab administration for the school network.

## Education

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### **SUPINFO International University**

International Master of Science in Information Systems

Computer Engineering

France • 2005-2010