

Oleksandr Stepaniuk

Mobile Architect · Principal Mobile Engineer

Native iOS, native Android and Flutter — one engineer who has shipped all three at scale

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15 years in commercial mobile development

3 stacks in production: iOS, Android, Flutter

1.1B+ installs — YouVersion Bible App family

5 years leading mobile teams of 5–10 engineers

SUMMARY

Hands-on mobile architect with 15 years across native Android, native iOS and Flutter. Because I have shipped all three in production, I choose native or cross-platform on product needs rather than habit, and design the boundaries between them: shared Flutter layers, native modules, SDKs and API contracts — including OTT streaming apps for mobile and TV and a cross-platform video player SDK. Led development of apps with 100M+, 5M+ and 2M+ installs and worked 2.5 years on the YouVersion Bible App (1.1B+ installs). For the last 5 years I have owned architecture, technical decisions and code quality for client teams, and I am now building Strybok — my own deep-linking platform with SDKs for six stacks.

CORE SKILLS

Architecture	Modularization, Clean Architecture, MVVM, MVP, Kotlin Multiplatform (KMP) shared code, hybrid native + Flutter apps, monorepo structure (Melos), SDK / API design, feature flags, native-vs-cross-platform strategy
Platforms	iOS: Swift, SwiftUI, UIKit, Combine, async/await, SPM · Android: Kotlin, Coroutines / Flow, Jetpack Compose, Hilt, Room · Flutter: Dart, Riverpod, BLoC, Flutter Web
Integration	Pigeon, Platform Channels, Platform Views, C/C++ native code, Chromium, system apps
Video & streaming	AVPlayer, AVKit, ExoPlayer / Media3, HLS, DASH, low-latency live, FairPlay & Widevine DRM, Google IMA, SSAI, Chromecast, AirPlay, QoE analytics · tvOS, Android TV, Fire TV
API & real-time	REST, GraphQL, gRPC, Protobuf, WebSocket, WebRTC, XMPP, SIP, MQTT, Keycloak (OAuth2 / OIDC)
Quality & delivery	Unit tests, Golden / snapshot tests, A/B testing, CI/CD (Bitrise), Firebase, Sentry, release management, Git, Python (basic)
Leadership & AI	Technical leadership, code review, mentoring, client and stakeholder communication · AI-assisted development (Claude Code)

EXPERIENCE

Founder & Engineer — own product (alongside main role)

2026 – Present

Strybok — deep links for iOS and Android apps · strybok.com

- Designing and building my own product end to end: a deep-linking platform where one link opens the right app screen or falls back to the store or the web.
- Designed one SDK contract and implemented it across six stacks — Swift (SPM), Kotlin, Kotlin Multiplatform, Flutter, React Native and Unity — with identical behaviour: every entry point covered, exactly-once delivery, host allow-listing, test doubles.
- Architected the platform side: per-app link hosts serving Universal Links / App Links association files, a versioned REST API with scoped revocable keys, and separated server-side and in-app analytics.

Mobile Team Lead · Flutter, iOS & Android

Oct 2021 – Present

Lampa — software outsourcing & staff augmentation

- Lead mobile teams of 5–10 engineers and own architecture and technical decisions across client projects; choose stack and structure per product and guide teams through delivery.
- Set engineering standards through code review and mentoring while staying hands-on in Flutter, Swift and Kotlin.
- Work directly with clients and cross-functional teams to turn business requirements into maintainable mobile systems.

YouVersion Bible App — Flutter & iOS Developer · 2.5 years — 1.1B+ installs

Worked inside a large-scale hybrid architecture: Melos monorepo, shared Flutter layer plus native Swift/Kotlin modules bridged with Pigeon, gRPC/Protobuf API contracts, golden-test regression suite, Bitrise CI/CD pipelines and A/B experimentation.

Tech: Flutter, Riverpod, gRPC, Protobuf, Pigeon, Melos, SQLite, Golden tests, A/B testing, Bitrise · Swift, SwiftUI, Core Data · Kotlin, WorkManager

OTT streaming apps & video SDK — Maraya and others — Developer & Architect — Mobile + TV · 200K+ installs

Architected OTT streaming apps for broadcasters — including Maraya by Sharjah Broadcasting Authority — across iOS, tvOS, Android, Android TV and Fire TV with Arabic right-to-left UIs, and authored a Flutter video player SDK that puts AVPlayer and ExoPlayer/Media3 behind one Dart API: live and VOD over HLS/DASH, low-latency live, FairPlay/Widevine DRM, IMA and SSAI ads, Chromecast/AirPlay and QoE analytics.

Tech: Flutter SDK design · AVPlayer, AVKit, tvOS · ExoPlayer / Media3, Android TV, Fire TV · HLS, DASH, FairPlay, Widevine, Google IMA, SSAI, Chromecast, AirPlay

ChartIQ Flutter SDK — Lead Developer — Public SDK on pub.dev

Led development of the Flutter SDK for the ChartIQ financial charting library — a published package that wraps the JavaScript engine with Platform Views and Platform Channels behind an extensible Dart API.

Tech: Flutter, Dart, Platform Views, Platform Channels, SDK / API design

INOMO — connected-vehicle telematics — Lead Developer — B2B platform

Led development of the Flutter Web administration interface for a fleet telematics platform that collects and processes connected-vehicle data: BLoC state management, GraphQL and REST integration, Keycloak authentication.

Tech: Flutter Web, BLoC, GraphQL, REST, Keycloak

Mobile Developer → Lead Developer (Android, iOS, Flutter)

Apr 2013 – Oct 2021

Metamins

- Grew from native Android to native iOS and then Flutter, and led development of the largest apps on each stack.

MyMazda — Lead Developer · Android & iOS — 2M+ installs

Led native development of Mazda's owner app: remote vehicle controls, live vehicle status and alerts, service booking, maintenance history, roadside assistance and a 360° vehicle view.

Tech: Kotlin, Retrofit, RxJava, Foreground Services, MVVM · Swift, UIKit, Moya, RxSwift

Chromium browser fork for embedded Android — Lead Developer — System app

Maintained a custom Chromium fork shipped as a system browser on embedded Android devices and integrated a proprietary encryption mechanism at the native C/C++ level.

Tech: Chromium, C/C++, Android system apps, Chromium build system

Messaging & calling apps — Lead Developer — 10+ apps · 5M+ installs

Led delivery of 10+ messenger and VoIP apps across Android, iOS and Flutter with different combinations of chat and real-time audio/video calling technologies.

Tech: WebRTC, XMPP, SIP, WebSocket · Android, iOS, Flutter

Financial loyalty & rewards app (NDA) — Lead Android Developer — 100M+ installs

Led the native Android app of a large financial loyalty platform: account and reward balances, transaction history, partner offers and nearby locations, integrated with multiple backend services and handling personal financial data.

Tech: Android, Java, REST

Android Developer

Sep 2011 – Apr 2013

Freelance

- Designed, built and released native Android apps for clients end to end — from requirements to store release.

MORE PROJECTS

Also: in-house MQTT push service built as an Android system app, without Firebase · HandiFox inventory & sales app (iOS, QuickBooks sync) · real-time multiplayer trivia game (2M+ installs, Android) · Babyname (1M+ installs, Android lead) · smart-plug IoT control app for Android & iOS (Wi-Fi, TCP/IP)

EDUCATION & LANGUAGES

Bachelor's degree in Economic Cybernetics
State University of Trade and Economics · 2009 – 2013

Languages
English — C1 (Advanced) · Ukrainian — Native