

Oleksandr Stepaniuk

Senior Android Engineer · Mobile Team Lead

Kotlin · Java · Jetpack Compose — Android since 2011, plus iOS and Flutter

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15
years of commercial Android development

100M+
installs — largest app led

1.1B+
installs — YouVersion Bible App family

5
years leading mobile teams of 5–10 engineers

SUMMARY

Android engineer since 2011 with 15 years of commercial experience, from Java to Kotlin and Jetpack Compose. Led the Android app of a financial loyalty platform with 100M+ installs, MyMazda (2M+) and 10+ messaging apps (5M+), and worked 2.5 years on the YouVersion Bible App (1.1B+ installs). Comfortable from UI down to the platform: ExoPlayer/Media3 streaming on Android TV and Fire TV, foreground services, WorkManager, WebRTC/SIP calling, a custom Chromium fork in C/C++ and an MQTT push service built as a system app. I lead teams through architecture and code review while staying hands-on. Currently also building Strybok, my own deep-linking platform with open-source Kotlin and KMP SDKs.

CORE SKILLS

Android	Kotlin, Coroutines / Flow, Jetpack Compose, Hilt, Room, Kotlin Multiplatform (KMP), WorkManager, Foreground Services, Retrofit, RxJava, Java, App Links
Architecture	Clean Architecture, MVVM, MVP, modularization, feature flags, SDK design, hybrid apps (native + Flutter)
Networking & real-time	REST, GraphQL, gRPC, Protobuf, WebSocket, WebRTC, XMPP, SIP, MQTT, TCP/IP
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
Platform & low-level	C/C++, Chromium, Android system apps, device communication (Wi-Fi, TCP/IP)
Quality & delivery	Unit tests, snapshot tests, A/B testing, CI/CD (Bitrise), Firebase, Braze, Sentry, Git, Python (basic)
Cross-platform	Kotlin Multiplatform (KMP), Flutter, Dart, Pigeon, Platform Channels · Swift, SwiftUI, UIKit
Leadership & AI	Team leadership, code review, mentoring, client 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.
- Wrote the open-source Android SDK in Kotlin (App Links, cold start and foreground handling, exactly-once delivery, testable link source) and a Kotlin Multiplatform SDK for Android + iOS, plus SDKs for Swift, Flutter, React Native and Unity.
- Built per-app link hosts that serve the asset-links and apple-app-site-association files, a versioned REST API with scoped keys, and click / app-open analytics.

Mobile Team Lead · Senior Android / iOS / Flutter Developer

Oct 2021 – Present

Lampa — software outsourcing & staff augmentation

- Lead mobile teams of 5–10 engineers across client projects: own architecture and technical decisions, run code reviews, mentor developers and keep delivery on track.
- Stay hands-on in Kotlin, Swift and Flutter; work directly with clients and cross-functional teams to turn requirements into maintainable apps.

YouVersion Bible App — Mobile Developer (Flutter + native) · 2.5 years — 1.1B+ installs

Worked across the shared Flutter layer and native modules of a family of apps installed 1.1B+ times. Android side: Kotlin/Java, WorkManager background work, Braze, Firebase and Sentry monitoring, bridged to Flutter with Pigeon; shipped many A/B experiments.

Tech: Kotlin, Java, WorkManager, Braze, Firebase, Sentry, A/B testing · Flutter, gRPC, Protobuf, Pigeon, Bitrise CI/CD

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

Built OTT streaming apps for broadcasters — including Maraya by Sharjah Broadcasting Authority (mobile and Android TV apps, 100K+ installs each) — on Android, Android TV and Fire TV plus their iOS and tvOS counterparts, mostly with Arabic right-to-left UIs. ExoPlayer/Media3 playback: live and VOD over HLS and DASH, low-latency live, Widevine DRM, IMA and SSAI ads, Chromecast, QoE analytics (startup time, rebuffering). Authored the team's Flutter video SDK on top of ExoPlayer and AVPlayer.

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

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

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

Apr 2013 – Oct 2021

Metamins

- Started as a native Android developer, later ran Android and iOS in parallel and added Flutter; led development on the largest apps.

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

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

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

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

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

Online multiplayer trivia game — Android Developer — 2M+ installs

Android client of a real-time trivia platform: competitive game modes, tournaments, rankings and user-generated questions over WebSocket and REST.

Tech: Android, Java, WebSocket, REST

Also: in-house MQTT push service built as an Android system app, without Firebase · Babyname (1M+ installs, Android lead) · INOMO fleet-telematics admin (Flutter Web, lead) · HandiFox inventory app (iOS) · smart-plug IoT control app for Android & iOS (Java, 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