

Oleksandr Stepaniuk

Senior iOS Engineer · Mobile Team Lead

Swift · SwiftUI · UIKit — plus Flutter and Android when the product needs it

oleksandr@stepaniuk.dev | Vinnytsia, Ukraine · Remote | stepaniuk.dev | LinkedIn | github.com/strybok

15
years in commercial mobile development

1.1B+
installs — YouVersion Bible App family

2M+
installs — MyMazda, led on iOS & Android

5
years leading mobile teams of 5–10 engineers

SUMMARY

Mobile engineer with 15 years of commercial experience building native iOS apps in Swift, SwiftUI and UIKit. Spent 2.5 years as an iOS and Flutter developer on the YouVersion Bible App (1.1B+ installs) and led MyMazda (2M+ installs) on both platforms. Strong in video streaming and TV (AVPlayer, HLS, FairPlay DRM, tvOS), real-time communication (WebRTC, XMPP, SIP) and local persistence with Core Data and Realm. I lead teams through architecture and code review while staying hands-on — and I can own the Android or Flutter side of the same product. Currently also building Strybok, my own deep-linking platform with an open-source Swift SDK.

CORE SKILLS

iOS	Swift, SwiftUI, UIKit, Combine, async/await (Swift Concurrency), Swift Package Manager, Core Data, Realm, RxSwift, Moya, Universal 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
Quality & delivery	Unit tests, snapshot tests, A/B testing, CI/CD (Bitrise), Firebase, Sentry, Git, Python (basic)
Cross-platform	Kotlin Multiplatform (KMP), Flutter, Dart, Pigeon, Platform Channels · Kotlin, Java, Jetpack Compose · C/C++
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 iOS SDK as a Swift Package (Universal Links, cold start and foreground handling, exactly-once delivery, testable link source) plus SDKs for Kotlin, Kotlin Multiplatform, Flutter, React Native and Unity.
- Built per-app link hosts that serve the apple-app-site-association and Android asset-links files, a versioned REST API with scoped keys, and click / app-open analytics.

Mobile Team Lead · Senior iOS / Flutter / Android 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 Swift, SwiftUI and Flutter; work directly with clients and cross-functional teams to turn requirements into maintainable apps.

> **YouVersion Bible App** — iOS & Flutter Developer · 2.5 years — 1.1B+ installs
>
> Native iOS modules in Swift and SwiftUI for a family of apps installed 1.1B+ times: Core Data persistence, Protobuf and REST networking, type-safe integration with the shared Flutter layer through Pigeon, and many A/B experiments.
>
> **Tech:** Swift, SwiftUI, Core Data, Protobuf, REST, A/B testing · Flutter, Pigeon, Golden tests, Bitrise CI/CD

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

Built OTT streaming apps for broadcasters — including Maraya by Sharjah Broadcasting Authority — for iPhone, iPad and Apple TV plus their Android and Fire TV counterparts, mostly with Arabic right-to-left UIs. Live and VOD playback on AVPlayer/AVKit over HLS, low-latency live, FairPlay DRM, IMA and SSAI ads, AirPlay and Chromecast, QoE analytics (startup time, rebuffering). Authored the team's Flutter video SDK on top of AVPlayer and ExoPlayer.

Tech: Swift, AVPlayer, AVKit, tvOS, HLS, FairPlay, Google IMA, SSAI, AirPlay, Chromecast · ExoPlayer / Media3, DASH, Widevine · 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

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

Apr 2013 – Oct 2021

Metamins

- Expanded from native Android into native iOS and ran both platforms in parallel, later adding Flutter; led development on the largest apps.

MyMazda — Lead Developer · iOS & Android — 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: Swift, UIKit, Moya, RxSwift · Kotlin, Retrofit, RxJava, MVVM

HandiFox — inventory & sales — iOS Developer — B2B · QuickBooks

Native iOS app for warehouse, retail and field teams: stock tracking, barcode scanning, order processing, picking and packing, synchronised with the platform's REST APIs and QuickBooks.

Tech: Swift, UIKit, Realm, RxSwift, REST

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

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

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

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

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

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

EDUCATION & LANGUAGES

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

Languages
English — C1 (Advanced) · Ukrainian — Native