

# Alexander Ostrovsky

iOS Developer · Tbilisi, Georgia

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## SUMMARY

iOS engineer with 10 years in the Apple ecosystem and 15 in software development, starting in C++ before moving into mobile. Currently focused on Swift 6, SwiftUI, architecture, testing, and CI/CD.

Shipped iOS products across fintech, social, and video streaming. Built cross-functional teams and shaped engineering practices across a 40-person technical department. Most recently, built a startup's iOS app from scratch — from design system implementation to CI/CD pipelines and release.

Open to remote contract work (senior iOS, iOS/mobile lead) and employer-sponsored roles in Australia.

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## SKILLS

<b>Languages</b>	Swift, Objective-C, C++, Python, Lua, Bash
<b>Apple platforms</b>	iOS, iPadOS, macOS
<b>Frameworks</b>	SwiftUI, UIKit, Combine, AVFoundation, WebRTC
<b>Architecture</b>	Modular Swift packages, MVVM, design systems, OpenAPI codegen
<b>Tooling &amp; CI/CD</b>	Xcode, Instruments, GitHub Actions, Fastlane, Firebase, TestFlight
<b>Leadership</b>	Hiring, mentoring, cross-functional teams, Scrum/Kanban

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## EXPERIENCE

### MPAX

#### iOS Developer

July 2022 – March 2026 (3 yr 9 mo) · Vilnius

Sole iOS engineer and technical owner at an early-stage streaming startup. Built the iOS app from scratch in SwiftUI with a modular architecture from day one.

- **Video streaming:** Implemented low-latency WebRTC from zero domain knowledge — latency optimisation, UIKit-in-SwiftUI memory issues, battery life management.
- **Architecture:** Structured the project as isolated Swift packages, improving build times and enabling major redesigns with minimal friction.
- **Design system:** Shipped a package of components, colours, fonts, and icons with semantic colour tokens. Enabled app-wide dark mode in days.
- **API workflow:** Introduced spec-first OpenAPI code generation as a separate module — no manual model writing, contract mismatches caught at compile time.
- **CI/CD:** Multi-environment GitHub Actions: builds, tests with coverage, parallel distribution to Firebase and TestFlight. Built a custom Swift CLI tool for automated TestFlight delivery.
- **Localisation:** First platform in the company to ship multi-language support, with regional formatting and pluralisation.
- **Releases:** Managed all App Store releases. Contributed to product decisions and team processes.

#### Karuna

October 2016 – March 2022 (5 yr 6 mo)

#### Head of Product Engineering

October 2021 – March 2022 (6 mo) · Malta

- **Org design:** Partnered with the CTO to restructure the technical department from function-based teams into 6 product-aligned cross-functional squads.
- **Team:** 50 people across the 6 squads — engineering, PM, and QA in direct management; design, product ownership, data, and copywriting embedded from adjacent departments.
- **Delivery model:** Replaced a single shared task pool with team-focused flows — delivery shaped around outcomes rather than raw throughput.

#### Head of Mobile

September 2017 – October 2021 (4 yr 2 mo) · Saint Petersburg

Promoted to lead the Mobile Department.

- **Hiring & growth:** Expanded the department with a QA specialist, designer, Android Team Lead, and additional Android/iOS developers. Promoted an existing iOS developer to iOS Team Lead.

- **Process:** Refined planning and estimation, technical debt and backlog handling, cross-team communication.
- **Knowledge sharing:** Established a sharing process and culture of continuous learning.

## **iOS Team Lead**

May 2017 – September 2017 (5 mo) · Saint Petersburg

- **Hiring:** Recruited new iOS team members; contributed to Android hiring.
- **Cross-team:** Improved communication and processes between mobile, backend, frontend, and design.
- **Delivery:** Optimised task management for higher team throughput.

## **iOS Developer**

October 2016 – May 2017 (8 mo) · Saint Petersburg

Developed fintech applications for iOS.

- **Trading indicators:** Implemented MA, Alligator, Bollinger Bands, RSI, MACD using a third-party charting solution.
- **Solo delivery:** Shipped the first version as sole developer; iterated post-launch — the app became financially successful.
- **Analytics:** Integrated Fabric, devtodev, Google Analytics.

## **Fotostrana.ru**

### **iOS Developer**

May 2015 – October 2016 (1 yr 6 mo) · Saint Petersburg

R&D department, developing social mobile applications: Hub (Objective-C, later Swift) and Swipe (Swift).

- **Product launches:** Launched two new products — Hub, then Swipe.
- **Swift migration:** Migrated Hub partially from Objective-C to Swift after Swift became the primary language.
- **A/B testing:** Built basic infrastructure for product experimentation.
- **Analytics:** Drove engagement and performance improvements via product analytics.

## **Flight Studio Technology**

November 2010 – April 2015 (4 yr 6 mo)

### **Lead Software Engineer**

July 2013 – April 2015 (1 yr 10 mo) · Saint Petersburg

Software development for the Airbus A320 aircraft simulator training complex (C++/Qt).

- **Aircraft control:** Algorithms for automatic control modes, autothrust, autopilot, route computer.
- **Architecture:** Proposed and implemented architectural solutions.
- **Cross-system integration:** Mathematical modelling, network interaction with visual systems, custom Wireshark dissector in Lua.
- **FSX/P3D console:** C++ server interacting with the simulator; iPad client in Objective-C.
- **Tooling:** Python and Bash build/deployment scripts; dev tools administration.
- **Industry presence:** Conducted interviews; represented the company at EATS (Berlin) and MAKS (Moscow).

### **Senior Software Engineer**

November 2010 – July 2013 (2 yr 9 mo) · Saint Petersburg

Software development of the Airbus A320 aircraft simulator training complex (C++/Qt).

- **Flight prediction:** Algorithms for expected time, fuel, speed, and altitude at waypoints along a route.
- **Dashboards:** Logic for several aircraft instrument dashboards.
- **Operations:** Administered the company's internal server (Debian GNU/Linux).

## **Saint Petersburg State University of Aerospace and Instrumentation**

### **Teaching Assistant**

September 2010 – August 2012 (2 yr) · Saint Petersburg

- **Teaching:** Lectures and seminars on Data Structures and Algorithms, Computer Graphics, Computer Science, Artificial Intelligence Systems.
- **Supervision:** Diploma projects; scientific seminars.

## **SDO "Orion"**

### **Software Engineer**

November 2008 – October 2009 (1 yr) · Saint Petersburg

- **Algorithms:** Finite-difference algorithm for analysing transition-process behaviour using an expert system.
  - **Telemetry:** Spacecraft telemetry analysis.
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## EDUCATION

**Saint Petersburg State University of Aerospace and Instrumentation**  
Master of Engineering and Technology, Computer Science

2004 – 2010

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## LANGUAGES

**English** Professional working  
**Russian** Native