

Hello. I'm Alexander Orlov.

Making mobile apps since 2008. Started with Java ME, moved forward to Windows Mobile, working with the best mobile platform ever — iOS — since 2010, always passionate about outcome of my work. Driving all people around towards excellence — from first junior position to leading teams later in my career. When I *am* the team, you may expect no less either.

Skills

- Research
- Analysis
- Planning
- Prioritisation
- Communication
- Hiring
- Negotiation
- Presentation
- Speaking
- Organisation
- Leadership
- Team management
- Consistency

Tech

- Swift, Objective-C
- C, Rust, Java, a little C++
- Memory management
- Concurrency
- Networking
- Architecture
- UI, UX and animations
- Profiling and performance

Tools



- macOS, Linux, CLI
 - various IDEs, VCS, editors
 - compilers and debuggers
 - Linear, Jira, Confluence, Trello, Miro... you name it
 - PowerPoint / Keynote for demos
- ...and so much more

Experience

2025 — NOW

OWNER, DESIGNER & ENGINEER


Discrete I St. Petersburg

Native to  platforms music client for Jellyfin — self hosted media library server. Proper UX for iPhone (including landscape), iPad (including windowing), macOS; soon aiming for CarPlay, Apple TV and Apple Watch. Smooth interactions, slick UI, performant lists and collections (works better than  Music app on old devices). Memory efficient, with support for advanced features. All by myself: architecting the code clean and easy to scale, designing UI to match the best. SwiftUI, Structured Concurrency, Combine (moving to Observation), AVFoundation. Reviews speak better. [link](#).

2021 — 2025

PRINCIPAL IOS ENGINEER

NUTSon, Inc. — Cheelee I St. Petersburg, Hybrid and Remote

Striving for closer work with actual RnD, tech and programming, had a match in short video platform startup. Implemented video preloading queue MVP in two weeks, then continued to improve media feed experience: further preloading algorithms enhancements, quality switching, custom Metal render and shaders (color correction and helpers for color blind, gyroscope driven parallax effects, etc.). Networking, authentication (including TFA, biometry and Secure Enclave), security and antifraud systems integration (including  App Attest) were also my domain. From time to time helped others when needed: a little bit crypto wallet, game-fi parts, etc.

2019 — 2021

LEAD IOS ENGINEER

Mail.ru Group — Youla I Moscow

Joined to build VoIP calls functionality, continued to work on major project features — freelance / services platform, Worki integration, and more. Have done a bunch of small ongoing features, like bargains, as well as supported whole modules of the app.

Because of huge private issues, came to this job to have less responsibility, but even then tended to push all colleagues for better results, especially designers. Worked with management to improve workflow, communication and efficiency of the team.

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Speeches

2016, RIW

SUPPORTING IOS 10

Important notes about the topic, real cases and more. [link](#).

2015, TRINITY DIGITAL

SOLID PRINCIPLES IRL

Showcase about how to use SOLID, achieving better quality software. [link](#).

2015, MBLTDEV

OPTIMISING UitableVIEW

Long story about mastering 60 fps with table views in iOS. [link](#).

Publications

2015, MEDIUM

PERFECT SMOOTH SCROLLING

Detailed technical guide with explanations. One of the best technical articles, according to reviews. Over 200k reads. [link](#).

Awards

2019, MAIL.RU GROUP PEOPLE AWARDS

RELEASE OF THE YEAR

Collective award for delivering best release of the year. Awarded for VoIP calls implementation within our project. [link](#).

Experience Continued

2017 – 2018

HEAD OF MOBILE

Gazprom Bank | Moscow

Started from building mobile development team from scratch. The team was supposed to build brand new software for consumers: codename Telecard 3000. At the same time, managed external remote team which had been working on current version of the app.

Architected complex engineering solution, a foundation for new Telecard 3000 — both iOS and Android, scalable for another platforms. Hired engineers, worked with designers and business to deliver exceptional software to end user. Set up workflow, planning, CI, communication with designers, backend developers and testers.

2016 – 2017

MOBILE ARCHITECT

Acronis | Moscow and Singapore

Initially hired as lead engineer for b2b cloud service, questioned managers about current state of mobile development in the company and future of mobile solutions. Switched to consumer mobile projects as architect / tech lead, built a set of mobile frameworks for future in-house usage. Hired engineers and worked with VP on strategic tasks — a lot of research and decisions. Refined workflow and practices, communication with designers, automating builds, code review.

2015 – 2016

LEAD IOS ENGINEER

Postforpost, Inc. | Saint Petersburg

Mostly working with small cross-functional team of high-skilled engineers and designers, developed blazingly fast and great-looking iOS application for Instagram bloggers. Being one of most experienced with management, helped the team to be organised and efficient. Managed iTunes Connect and everything related to distribution.

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Applications

2025 | IOS, MACOS

DISCRETE

Very much like Starling, but built for self-hosted endpoints, with modern design language, strong vision and roadmap. [link](#).

2019 | IOS, ANDROID

AUTISM ME

Sweden client reached me to implement an AR application for both platforms in very short terms. iOS solution uses Metal and Core ML, while Android relies on OpenGL ES and some optimisation tricks, which allowed the app to run smoothly on cheapest devices on the market. [link](#).

2018 | IOS

STARLING

Advanced music player with hi-res support, equaliser, visualisation, different sources and smooth UI. Always has been a pet project: designed, coded and produced on my own. [link](#).

Experience Continued

2014 – 2015

MOBILE TEAM LEAD

Alfa Bank | Moscow

Out of desire to work for bigger company, reached Alfa-Lab to build new mobile development team, adopt flagship project from Unreal Mojo into in-house development, and grow expertise for future expansion. Hired a few mobile engineers, researched and documented received source code, built workflow, introduced code review, code documenting, unit tests. Assisted external team with Alfa-Sense — similar to Google Now experience for banking. Outlined project refactoring roadmap to meet business needs in the future. Communicating with b2b department, delivered consistent help with their projects and outsource teams management.

2013 – 2014

CTO

Fancy Mobile Solutions | Moscow

Reached out by a person who had been working for Yuri Milner and his DST Global, desired to opt in to work for freshly opened company. While my partner took business part, I focused on building engineering team, workflow, financial management, technologies and roadmap. Primary target was to diversify income and start making our own apps, which we succeeded to achieve.

2012 – 2013

LEAD IOS ENGINEER

Platbox | Moscow

Along with Android developer, opened mobile direction for the company. Architected and developed iOS hosting monitoring client, later switched to mobile social network Mapling, worked closely with backend engineers, built complex RPC realtime networking solution similar to Apache Thrift or Google Protobuf. Consistently improving performance and look of the app, helped project manager to communicate with outsource design team.

2011 – 2012

IOS ENGINEER

A1 Media Holding — One Agile | Moscow

Moved to bigger outsource company, hoping for better specialists, management and workflow. Since company focused on web projects, I had to adapt their processes and culture for mobile development. Variety of clients and tasks, as well as areas: from advertisement to entertainment, helped me learn and improve. Back then I was researching a lot on how to improve our outdated workflow and explain it to management. Meanwhile, I convinced management to build a platform for our projects, which made a huge impact on prototyping and development speeds. Which, of course, came out as more clients and more profit for company.

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Education

2012 | INCOMPLETE

INFORMATION SECURITY

Bauman Moscow State University

Experience Continued

2010 – 2011

IOS ENGINEER

AppLap | Moscow

My first full-time, non-remote position. Small amount of people, yet all working together, taught me about teamwork, exchange of experience, communication between each other, focusing on team goals. Considerable amount of outsource projects made me proficient with working under the pressure, which improved greatly at following positions.

BEFORE 2010

MOBILE DEVELOPER

Freelance | Moscow

Started paid software development in 2008 by providing Java ME solutions, usually specific ones. Year after, switched to Windows Mobile and business applications. In 2010, after researching on Android and iOS capabilities, system architecture and their future, bought myself MacBook and started my journey.