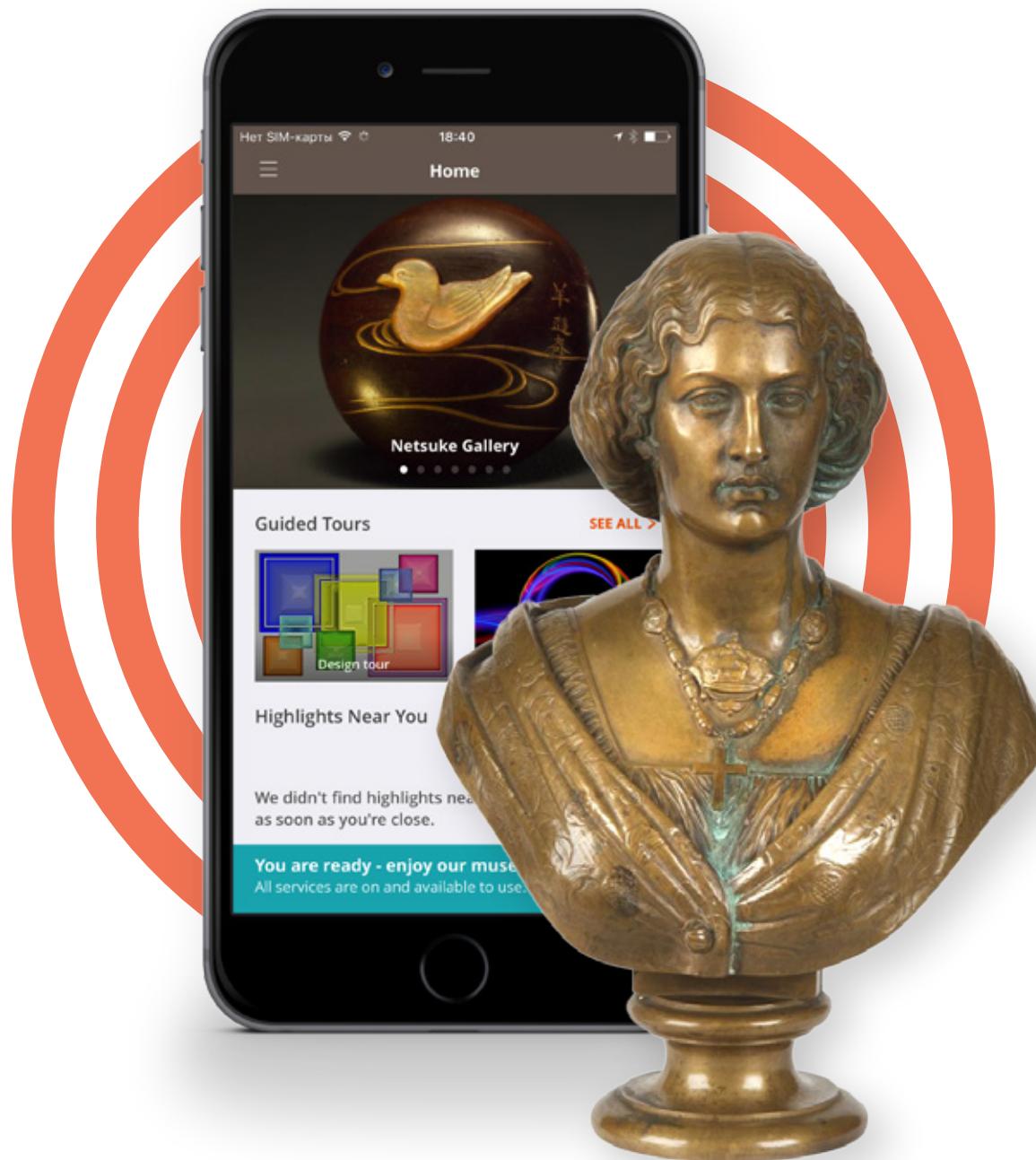


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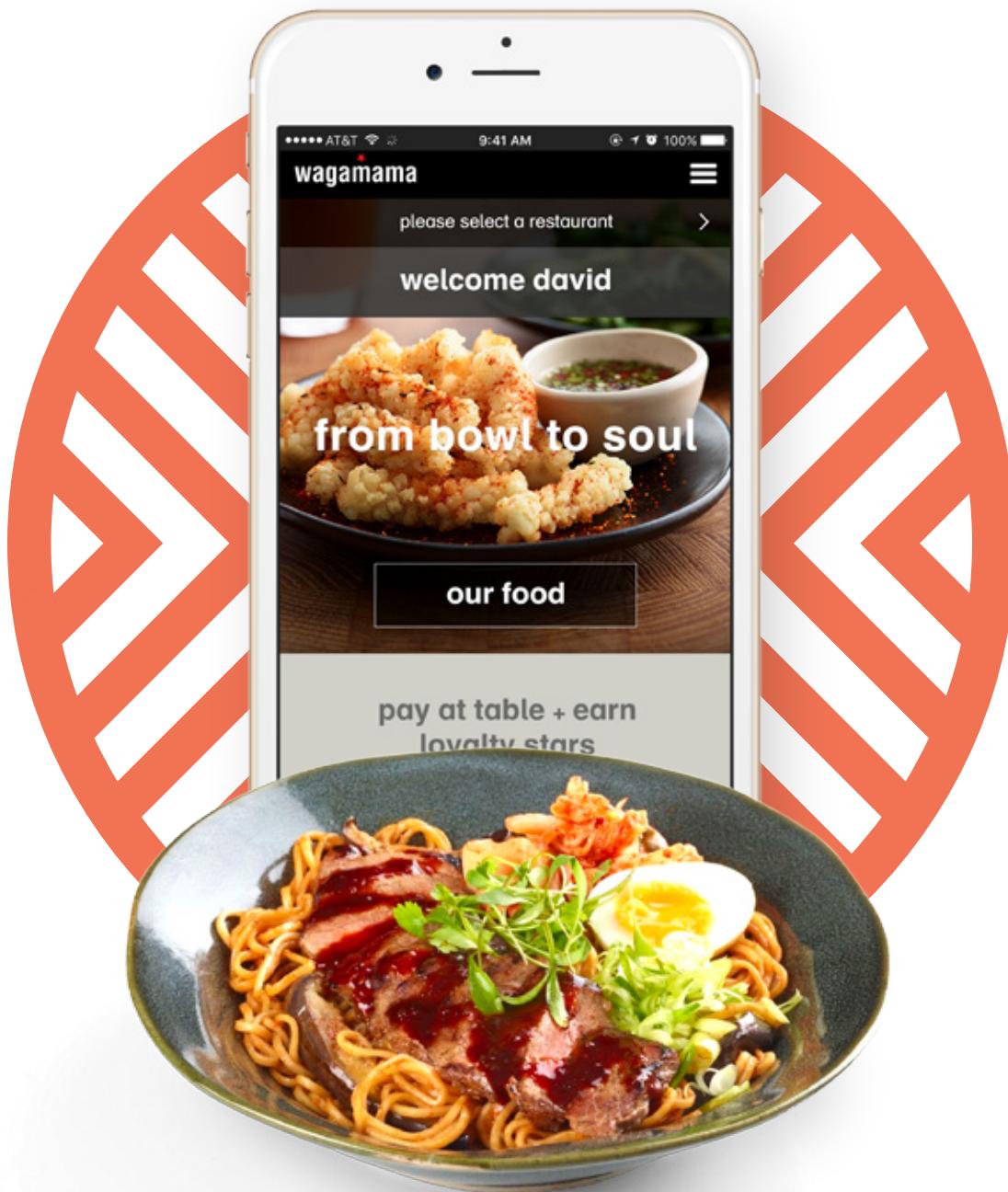


Customer: Xponia

Launched: 2016

Project Objective: create a business automation tool for museums with advanced indoor navigation, handy content management and multilanguage support.

Outcomes: Xponia is a cutting-edge solution for museum business automation: now you can create ultimate guides and tours for your museum, making use of imagery, audio and videoclips or whole presentations in any number of languages! Featuring iBeacon support with built-in indoor navigation, Xponia lets you create strategically placed triggers, peaking visitor engagement.



wagamama®

Customer: Wagamama

Launch Date: 2015

Technologies: mobile app for food ordering, allows to share bill with the friends.

Outcomes: wagamama app holds its place among the most technologically and visually appealing apps in the catering business. Advanced loyalty system with in-app games for earning points helps increase customer retention.



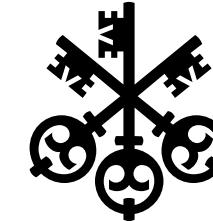
GUINNESS®

Customer: Guinness

Launched: 2012

Project Objective: A promo app taking users on a virtual tour of Guinness facilities.

Outcomes: Augmented Reality technology makes it a thrillingly awesome promo app packed with games and challenges. Breathtaking!



UBS

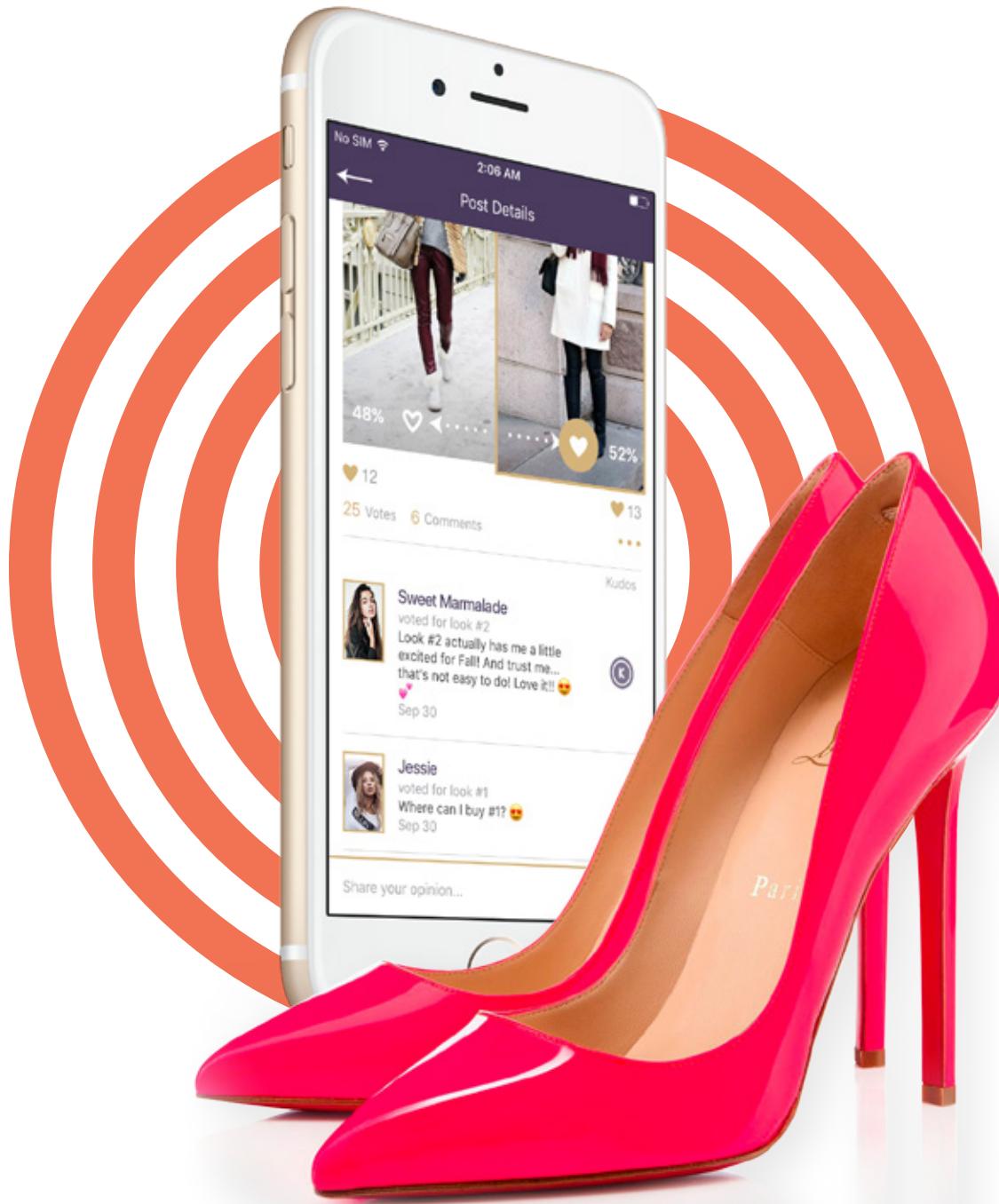
Customer: UBS Group Inc.

Launched: 2013

Project Objective: create a lead-generation app for UBS for calculating possible mortgage payment schedule and submitting property data to UBS, making it easier to start working on the loan proposal.

Outcomes: an award-winning app was put in use by one of the world's reputable banks and served as an internal UBS case study on apps and app-based products.

KOOLOOKS



Customer: Private investor

Launched: 2016

Project Objective: build a fashion-oriented social network of shoppers and fashionistas helping each other with the fashion choices.

Outcomes: We've brought together a community where people can share their fashionable looks, ask for advice, vote for the best outfit, share words of encouragement and just have fun.



Panda Quest - a WWF mobile app

Launched: 2011

Project Objective: make an eye-catching promo app for WWF.

Outcomes: Augmented reality «catch'em» app launched 5 years before Pokemon Go! [1]

What's more important, WWF Panda Quest is a charity app conceived on the occasion of the 50th anniversary of the Swiss branch of WWF . For each panda you catch, Apple makes an actual donation to WWF Switzerland. The app has been a huge success since its launch in 2011.



WORLD BANK GROUP

Mobile and web apps for World Bank Group's Open Data Initiative

Customer: the World Bank Group

Launched: 2012

Project Objective: an app providing just-in-time information about the World Bank Group operations, finances and procurement data, increasing transparency and accountability of World Bank's funded operations.

Challenges: high security standards of the World Bank stipulated the need for an arsenal of security measures, including local database encryption, https encryption, store hashes for each login, man-in-the-middle attack prevention and more. The solution produced by Areollo was subjected to security audit by PricewaterhouseCoopers and passed with flying colors.

Outcomes: An award winning set of powerful applications collecting its deserved share of industry recognition.



Nando's

Customer: Nando's, UK branch

Launched: 2015

Project Objective: create a food-ordering application for the world famous fast food restaurant chain, Nando's, including a loyalty program and discount system.

Outcomes: perhaps the best app of its kind in the catering industry, allowing Nando's to generate extra profit through the mobile sales channel.



Futura Digital

Level Ride Suspension

Launched: 2017

Project Objective: build an app for fully controlling the vehicle's suspension system from a mobile phone.

Outcomes: world's first voice-activated lowrider! "Okay, Level Ride, what do you want me to do?" The app's intuitive interface enables real-time adjustment and control over height and pressure telemetry, brakes status, valve speed and much more.



nemo^{TV}

Nemo TV

Launched: 2014

Project Objective: create a mobile application for streaming live TV channels and recorded TV shows.

Outcomes: one of the first mobile apps of Russian providers combining convenient access to media content and a full set of tools including a full-featured TV guide and timeshift options.



Zeitmaschine.TV

Time machine

Customer: Zeitmaschine.TV

Launched: 2016

Project Objective: create a mobile-based tool to allow users to generate video content for the Oral History project.

Outcomes: a great versatile app even a school-kid can handle, yet supercharged for advanced video editing tasks on mobile devices featuring cutting and splicing the videos, spicing them up with music and images and merging all media together with millisecond precision.



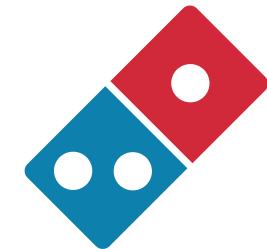
Barclays Mobile Phone Insurance app

Customer: Barclays

Launched: 2011

Project Objective: build a mobile app allowing to insure user's mobile device: Barclays refunds the loss if the phone is lost or broken.

Outcomes: a technically advanced solution resulting in a hugely successful service with thousands of dedicated users over 6 years.



Domino's Pizza

Domino's Pizza

Customer: Dominos

Launched : 2010

Project Objective: building all-around app for a major fast food chain dealing both with product promotion and retail sales, including ordering and local pickup automation.

Outcomes: with over one million downloads, the app boosted the overall sales dramatically by 18% in just a couple of months. More details by the Guardian:

<https://www.theguardian.com/business/2011/jan/05/dominospizza-fooddrinks>)



Leica

Leica Remote Control app

Customer: Leica Geosystems

Launched: Feb 2012

Project Objective: to create remote control for controlling a research robot.

Outcomes: the solution was an enormous success a number of expos - raising high hopes for a revolution in the geo-research industry.



Miller time

Customer: Miller

Launched: Sep 2011

Project Objective: develop a promo app for "It's Miller time now!" campaign. The app was designed to have features similar to Foursquare allowing the users to locate the best parties in the city at the moment.

Outcomes: a flashy, eye-catching promo application for a large beer brand, offering an inviting social network for those searching for the hottest spot in the city's nightlife!



The Treasures of Montezuma

Customer: Alawar Games

Launched: 2012

Project Objective: to create a sequel of the iconic PC Hidden Object Game for mobile devices.

Outcomes: over 100.000 downloads, engaging reviews, great sales of the seriously captivating game for all ages — yes, our parents are hopelessly hooked!



Pizza Hut

Customer: Pizza Hut Australia

Launched: 2014

Project Objective: to create a world-class application for the world-famous Pizza Hut integrated with Oracle and Micros POS systems, supporting local pick-up and delivery.

Outcomes: a powerful app allowing pizza gourmets to customize and order any pizza they could think of and providing Pizza Hut with an extra revenue channel. The Windows version won an award from Microsoft and was recognized as “a great example of UI design”.



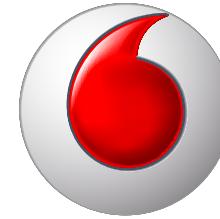
Subway

Customer: Subway

Launched: 2012

Project Objective: an app for showcasing the whole variety of Subway sandwiches, letting user quickly design a custom sandwich and proceed with checkout.

Outcomes: one of the most technically advanced food ordering applications (as of 2012). The app is equipped with an easy to use fitness tracker offering to measure the desired Sub in steps or miles.



vodafone

Vodafone Cherry Drop Game

Customer: Vodafone UK

Launched: 2012

Project Objective: a promo game with Vodafone credits rewards, credits can be later used for refilling the balance at a local Vodafone store.

Outcomes: the game went viral within the network and actually spiked the operator's revenues that month, as many people topped up their balance to play.



Zehntner

Customer: Zehntner GmbH Testing Instruments

Launched: 2012

Project Objective: iOS and Android application for European Roadwork Agency employees allowing to analyze the quality of road surface marking.

Outcomes: the app became a part of Agency's daily routine saving huge amounts of time and money.

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