

Jalil Akbashev

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SUMMARY

Passionate and practical software engineer with a solid background in the Swift ecosystem, from iOS apps to server-side development. I contribute to open-source Swift projects and enjoy building systems that are reliable, easy to maintain, and valuable to users. Curious about distributed systems and always learning more about actors, structured concurrency, and system design. I enjoy combining good architecture with real, hands-on coding together with a team to deliver real impact.

SKILLS & INTERESTS

Technical Swift, App Development, Functional Programming, Distributed Actors.

Language English (Fluent), German (B1), Russian (Native)

Interests Design, User Experience, Distributed systems, Functional Programming Paradigms, Programming languages overall (Haskell, Erlang, Go, Scala, Java).

EXPERIENCE

Holidu

Senior Software Developer

2018 - Present

Munich, Germany

- Created and maintain a production Swift server (originally Vapor, now Hummingbird) to quickly build MVPs without relying on other teams. This significantly boosted our teams performance, enabling feature delivery within a single sprint.
- Owned and led development of several end-to-end features across the stack (Java Spring Boot, Node.js, Swift), collaborating closely with multiple cross-functional teams. As a result, the features fully met the requirements of stakeholders from different business units.
- Own and lead iOS development of an app with over 1 million installs, 20,000+ daily active users, and a 4.8 rating on the App Store.
- Reduced time-to-market by modularising the app into Swift packages and building a custom declarative UI framework inspired by SwiftUI. This made transitioning to SwiftUI easier and ultimately cut feature delivery time by 50%.
- Refactored legacy code and rebuilt the app using a functional core / imperative shell architecture with structured concurrency with TCA (The Composable Architecture) as a base. This made the codebase easier to test, understand, and maintain, enabling new team members to contribute within their first week.
- Introduced an in-app A/B testing and feature toggle system, establishing a data-driven development process.
- Built a CoreML-powered on-device image classification system to personalise the content feed with zero added delay. This resulted in a 3% increase in page engagement in a successful A/B test.
- Reworked the CI/CD pipeline, reducing build times by 50% and making deployments to test and production environments faster and more reliable.

Gero

iOS Developer

2017 - 2018

Moscow, Russia

- Led development of the native iOS Gero App, which reached 50,000 downloads and was featured in 180 publications.

- Conducted user interviews, turning insights into new features that improved app usability and engagement.

Bringit UK

Staff Software Developer

2015 - 2017

Moscow, Russia

- Led development for a London-based food delivery startup.
- Built the system from scratch in a few months, including two native apps: one for customers and one for couriers. The apps received positive user feedback, and the delivery speed impressed investors.
- Increased courier location accuracy

Redmadrobot

Android Developer

2013 - 2015

Moscow, Russia

- Created a reusable project template based on an MVC architecture, accelerating the delivery of several Android apps.
- Worked closely with designers to adapt UIs to Android, resulting in significantly improved UX. Contributed to the launch of the Otkrytie Bank app—one of the first Material Design apps in the Russian Play Store.

CONTRIBUTION

Swift Distributed Actors (<https://github.com/apple/swift-distributed-actors>)

A peer-to-peer cluster actor system for Swift

- Contributing to bug fixes, development, and general improvements in order to advance distributed systems programming in Swift.
- Implementing Event sourcing and Virtual actors plugins to extend actor system capabilities.

PRESENTATIONS & TALKS

- Building reliable and scalable apps with Distributed Actors FOSDEM, Brussels, 2025
- Understanding Distributed Actors in Swift Munich, 2024
- Functional Programming in Swift Munich, 2022
- How to add some fancy ML to your app in one day Munich, 2021

TEACHING EXPERIENCE

British Higher School of Art and Design

Part-Time Lecturer

2014 - 2016

Moscow, Russia

- Presented lectures on mobile UI/UX systems, development frameworks, IDEs, and tooling used in mobile app development.

EDUCATION

Bauman Moscow State Technical University

Master's degree in Computer Science

2006 - 2013

Moscow, Russia