

Patrik Billgert

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[Email](#) / [LinkedIn](#) / [Portfolio](#)



PROFILE

Versatile, open-minded developer driven by creating exceptional user experiences that make the business grow. Twelve years of App Store development experience, working across diverse companies from local startups to global brands, delivering applications used by millions of users with strong focus on business impact.

Passionate about infrastructure and design with a focus on performance, automation, optimization, experimentation and scalable architecture. Always learning and advocating for simplicity in both programming and app design.

TOOLS & TECHNOLOGIES

Main

Swift, Objective-C, Xcode, Cocoa Touch, UIKit, SwiftUI, Swift Concurrency, WatchKit, WidgetKit, Core Data, AVFoundation, Core Location, SceneKit, RxSwift, CocoaPods, Swift Package Manager, Git, CI/CD, Xcode Cloud, GitHub Actions, Fastlane

Secondary

C#, Javascript, Unity3D, React.js

EXPERIENCE

Senior iOS Engineer Appostrophe

JUL. 2025 - Present, Stockholm

Senior iOS Developer Bokadirekt

MAY. 2023 - JUN. 2025, Stockholm

Developed Sweden's leading beauty & health marketplace app for millions of users, achieving 73 NPS, 99.99% crash-free rate and 4.9 App Store rating. Modernized architecture with a more modular design, Swift Concurrency, SwiftUI, new design system adoption and data-driven feature testing.

Freelance Developer KODA KODA

APR. 2018 - Present, Stockholm

App development consultant working with companies like:

- Deloitte Digital (helped their client Electrolux)
- Deedster (startup fighting climate change)
- Dashl (helped define, design and develop the prototype)

Lead iOS Developer BRUCE

OCT. 2019 - DEC. 2022, Stockholm

Even if developing the app was my main responsibility, I also played a big role in designing the ui/ux, leading the product development, structuring how we managed projects and improving our ways of working.

Lead iOS Engineer Doberman

JAN. 2019 - OCT. 2019, Stockholm & New York

Aida Calculus - the world's first AI enabled Calculus tutor by Pearson. Huge project spanning across three different timezones (New York, Denver and Stockholm). With over 40 people involved, I was part of the product team and led the development of the iOS application from start. Spent three months in the US.

iOS Developer BBH Stockholm

AUG. 2015 - APR. 2018, Stockholm & New York

Formerly Monterosa. Responsible for developing, publishing and maintaining apps while exploring new technologies. Working in teams consisting of producers, creatives, designers, testers and developers. Clients included Rebtel, Volvo & TUI among others. Spent three months with the New York office.

iOS Developer Frontcell

MAR. 2013 - AUG. 2015, Stockholm

Frontcell is a mobile agency where I worked with clients mainly focusing on Objective-C and Swift. Worked with clients like Litago, Fabege & Swedish Church.

Bartender Various bars

AUG. 2007 - AUG. 2012, Stockholm, Copenhagen & London

After high school I worked as a cocktail bartender where I developed my social skills and attention to detail.

EDUCATION

Application Development Malmö Yrkeshögskola

AUG. 2012 - MAR. 2013, Malmö

Studied Objective-C and created my first app called Happy Stream which was a radio streaming service that made it into the music top 20 on App Store. Did my internship at Frontcell which I later joined full-time.

Graphic Communication Nordic Technical Institute

SEP. 2004 - JUN. 2007, Stockholm

REFERENCE

Joe Fraga

Engineering Manager at Doberman, New York

"Patrik is an excellent iOS developer. His ability to move fast and focus and to step back and look at the whole picture is remarkable. Working both in person and remotely, collaboration was always fluid, smart and humble."