

Aleksandr Smirnov

Senior iOS Engineer · UTC+5

Product-minded iOS engineer: business outcomes first, clean Swift underneath.

Telegram [@avs567](#) · avsmirnov567@gmail.com · github.com/avsmirnov567 · linkedin.com/in/aleksandr-smirnov · avsm.space

Summary

iOS engineer with 10+ years in production. I know Swift and Objective-C in depth, and I have shipped at scale with both UIKit and SwiftUI. I have led a 7-person iOS team spread over 3 countries and 4 timezones, on fintech and e-commerce projects with tight deadlines. I care about clean code, and I use AI coding agents daily. I'm comfortable stepping into backend, frontend, or Android when the product needs it.

10+

years shipping iOS apps

7

iOS engineers led across 4 timezones

7

products shipped across 5 companies

Experience

May 2022 - present
Remote (Kuwait)

UULA – Senior iOS Engineer

An ed-tech product for school students in Kuwait. About 90% of my time goes to product work and 10% to tech debt. Stack: SwiftUI (90%) and UIKit, Combine and Swift Concurrency, Apollo GraphQL, MVVM, with SPM packages split by layer.

- Worked with a cross-functional team on the 2025 product goal: cutting user churn. We shipped AI assistants for homework review, plus features that get students to ask teachers questions.
- Rewrote the custom AVKit-based video player from scratch as a plugin architecture. This removed the old design's limits, and player features now ship noticeably faster.
- Raised the crash-free rate from 95.4% to 99.9% through optimization, dead-code removal, and fixes for rare crashes.
- With a colleague, made the current architecture ready for unit tests.

Apps: [UULA](#)

Dec 2020 - May 2022
Remote

VK – Senior iOS Engineer

Worked on VK ID, the authentication SDK for the VK ecosystem, and on sign-in and sign-up in the VK app.

- Fully adapted VK ID and in-app authentication for iPad.
- Shipped 10+ major features integrating VK ID into other ecosystem products.
- Migrated 5 authentication screens from Objective-C to Swift.
- Added analytics to every product flow.
- Unified scattered architecture approaches into one documented scheme, and presented it at VK Tech Talks.

Mar 2018 - Dec 2020
Remote

Surf – iOS Team Lead

Planned and estimated sprints, ran code reviews and audits, and wrote code myself. Also managed people: growth plans and team climate. Shipped three projects:

- **MDK: memes & news** – Led from launch for over a year, then handed it to another lead to reduce the bus factor. Built sign-in/sign-up, a profile screen with complex composite UI, settings, subscriptions, content moderation and reporting, and gamification to raise user activity.
- **Mobile.UniCredit** – Took over the iOS app from another lead and ran its development for a year. Set up the process so a 7-person team worked without idle time. Mostly management and integration, plus a few screens.

Feb 2017 – Mar
2018
Russia

- **RIV GAUCHE** – Built an e-commerce app for a cosmetics retail chain from scratch with a small team. Modularized the project from day one, laid down the architecture, and documented the workflow. Built custom pull-to-refresh and tab controls. Mostly management, combined with mentoring.

Stack: Swift, Coordinated MVP, Auto Layout, manual layout, Core Animation, Fastlane, Jenkins.

Apps: MDK: memes & news (discontinued) · [Mobile.UniCredit](#) · [RIV GAUCHE](#)

Findmykids – iOS Engineer

A popular GPS tracker for kids.

- Took the product with the team from prototype to MVP, then through scaling and launch abroad. Took part in product decisions and proposed new WWDC features for the app.
- Built the key features of the time: auto-renewable subscriptions, ambient audio listening and recording around the child's phone, VoIP pushes for continuous location, geofence enter/exit alerts, and the Bluetooth smartwatch pairing flow.
- Onboarded 3 new engineers.
- Automated release builds.

Stack: Objective-C, MVC, Auto Layout, Core Location, Core Motion, MapKit, VoIP, Fastlane.

Apps: [Findmykids: GPS Phone Tracker](#)

Aug 2016 – Feb
2017
Russia

Maugry – iOS Engineer

Worked on a couple of projects. The larger one was an audio guide with indoor navigation for the Moscow Kremlin Armoury Chamber.

- Built display and caching for the museum's collection database.
- Built interactive quests through the collection, as a scripted chat.
- Built audio tours with indoor navigation (Navigine SDK, iBeacons).

Stack: Objective-C, Swift, VIPER, manual layout, Realm.

Apps: [Kremlin Museum Armoury Chamber](#)

Skills

Languages: Swift, Objective-C

UI: SwiftUI, UIKit, Auto Layout, manual layout, Core Animation

Architecture: MVVM, MVP + Coordinators, VIPER, modular SPM

Async: Swift Concurrency, Combine, RxSwift

Networking & data: REST, GraphQL (Apollo), Realm

Frameworks: AVKit, Core Location, MapKit, Core Motion, VoIP push, auto-renewable subscriptions

Tooling: Xcode Instruments, Fastlane, Jenkins, Git, Proxyman, Figma, AI coding agents (Cursor, Gemini, GPT)

Leadership: team lead, people management, code review, mentoring, sprint planning

Education

HSE University, Perm – MSc, Information Analytics in Enterprise Management · 2017–2019

HSE University, Perm – BSc, Business Informatics · 2013–2017

Taught Software Engineering practicums at HSE Perm for a year.

Languages

Russian – native

English – B2 (upper-intermediate)