

Anatolii Oleynikov

Independent iOS Developer · Swift / SwiftUI

Guiyang, China (UTC+8) · Open to remote and contract work

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PROFILE

iOS Developer with 18+ years in software engineering. Since 2020 I have focused on Swift and SwiftUI and built my own products from scratch. I cover the whole cycle: product concept, UI/UX, architecture, development, backend integration, testing and App Store release. I work with real-time messaging, audio and video calling, and Supabase and Firebase backends. I also have my own Apple Developer account and experience publishing on the China App Store.

KEY ACHIEVEMENTS

- Designed and built Orbit, a full-featured messenger with real-time chat and audio/video calls, as a solo developer from concept to working product.
- Built three iOS products end-to-end in SwiftUI, each on its own architecture, backend and release pipeline.
- Shipped an app through TestFlight and App Store review, including distribution on the China App Store.
- Integrated native iOS calling (CallKit) with a realtime backend for a system-level call experience.
- Automated accounting, CRM and warehouse workflows for an international trading company, cutting manual work across departments.

PROJECTS

Orbit — Messenger & Calls

A private messenger built for close personal communication, developed from scratch in SwiftUI.

- Real-time messaging and sync across devices
- Audio and video calls with CallKit
- Voice messages, photo, media and file sharing
- Group chats with roles and permissions
- Custom UI/UX, animations, and light and dark themes

Tech: [Swift](#) [SwiftUI](#) [Supabase](#) [REST API](#) [WebSocket / Realtime](#) [CallKit](#)

TaskFlow — Project & Task Management

A project and task management app for teams.

- Projects, tasks, statuses and workflows
- Shared access, comments and notifications
- Native SwiftUI interface with custom interaction design

Tech: [Swift](#) [SwiftUI](#) [Supabase](#) [REST API](#)

Bday+ — Birthday Reminders

A lightweight app for managing birthdays and reminders, built from scratch and released through TestFlight and the App Store.

Tech: [Swift](#) [SwiftUI](#)

HOW I WORK

I take a product all the way from idea through UI/UX, architecture, development, backend integration, testing and TestFlight to App Store release and maintenance. I build apps to be easy to maintain and extend after launch, not only to work for the first release. I'm comfortable working alone or in a remote team, and I communicate clearly.

TECHNICAL SKILLS

iOS	Swift, SwiftUI, CallKit, application architecture, UI/UX design
Backend and data	Supabase, Firebase (Google), REST API, WebSocket / Realtime
Tools and release	Git, Xcode, TestFlight, App Store Connect, App Store release management (including the China App Store)

EXPERIENCE

Independent iOS Developer · Own Projects	2020 – Present
Building and releasing my own iOS products in Swift and SwiftUI.	
Software Engineer · International Trading Company, Guangzhou	2015 – 2020
Developed and maintained internal business software: accounting automation, CRM and warehouse system integration, and internal productivity tools.	
Lead Software Engineer · Regional Power Grids	2007 – 2015
Led development and maintenance of software systems and internal engineering tools for power grid operations.	

LANGUAGES

Russian	Native
English	Professional working proficiency
Chinese (Mandarin)	Conversational