

Danis Ziganshin

iOS / Mobile Engineer | Swift, SwiftUI, Flutter | Product-minded mobile developer

Kazan, Russia (GMT+3) | Remote / relocation possible

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Summary

Mobile/software developer with **14+ years** of experience shipping iOS and cross-platform apps. Strongest in **Swift, SwiftUI/UIKit, Flutter, Dart**, mobile architecture, subscriptions/payments, audio/download workflows, testing, CI/CD, and release automation. Comfortable owning mobile codebases end to end, working directly with founders and product teams, and using AI-assisted workflows to move quickly across unfamiliar problems.

Skills

- Mobile: Swift, SwiftUI, UIKit, iOS, Flutter, Dart, Android release workflows
- Architecture and APIs: mobile app architecture, REST APIs, generated API clients, auth/session flows, local persistence, caching
- Testing and quality: E2E tests, unit tests, XCTest, Flutter tests, Mockito, crash/error monitoring
- Delivery: Fastlane, Codemagic, TestFlight, App Store Connect, Google Play, CI/CD, code signing, release automation
- Tools: Xcode, Android Studio, VS Code, Cursor, Zed, Git, GitHub, Terminal/Zsh, Bash/Dart scripting, CocoaPods, Swift Package Manager
- AI-assisted engineering: Codex, Claude Code, Cursor, OpenRouter, agents/LLMs for coding, debugging, research, and automation

Experience

Solo Mobile Developer, Listening

May 2023 - Present | Remote

- Own the Flutter mobile app codebase for iOS and Android, covering app architecture, feature delivery, subscriptions, authentication, push notifications, monitoring, CI builds, and releases.
- Shipped and maintained document-to-audio flows, file upload, streaming playback, background/offline downloads, notes, folders, settings, paywalls, localization, support integration, and release pipelines.
- Supported a subscription business with active subscriptions peaking around **7.5k** and MRR peaking around **\$100k**.
- Built complex mobile areas around background downloads, payment/subscription flows, streaming playback, local data handling, caching, responsiveness, and cross-platform stability.
- Stack: Flutter, Dart, RevenueCat, Firebase Auth/Messaging, Sentry, PostHog, AppsFlyer, Zendesk, Hive, Dio, OpenAPI-generated clients, Codemagic, Fastlane.

Freelance Mobile Developer, US-Based Startup Team

2018 - 2022 | Remote

- Worked long-term with the same US-based founder team across early-stage products rooted in the Y Combinator network, including Next Fitness, Empathize, and Mythia.

- Owned mobile development end to end for Mythia, a banking/debit-card rewards product for gamers that launched card and banking functionality with **real customers** before later pivoting toward NFT/community experiments.
- Built Mythia's iOS app across onboarding, application-style flows, mobile verification, debit-card/account UI, wallet, transactions, deposits, withdrawals, statements, rewards, push notifications, analytics, support integration, and release automation.
- Delivered production mobile work in fintech-adjacent areas involving account/card UI, transaction flows, multi-environment builds, TestFlight/App Store delivery, dSYM upload, and analytics/support instrumentation.
- Stack: Swift 5, UIKit, CoreData, Alamofire, Combine, Intercom, PostHog, Sentry, Segment, AppsFlyer, LocalAuthentication, Fastlane, GitHub Actions.

Solo Mobile Developer, Tematika / Cardsy, Leitsy

2022 - May 2023 | Remote

- Built the initial native Swift iOS version of Cardsy and later **migrated/rebuilt the product in Flutter** for iOS and Android.
- Shipped learning flows with animated two-sided cards, study modes, testing/results, compilation creation/editing/publishing, groups/invitations, stats, saved compilations, subscriptions/paywalls, social login, media fields, deep links, and release pipelines.
- Preserved and expanded product functionality during the Swift/UIKit to Flutter/Dart migration while adding cross-platform release automation and later adapting significant screens for Flutter Web.
- Maintained Flutter release infrastructure covering App Store Connect/TestFlight and Google Play internal testing.
- Stack: Swift 5, UIKit, Flutter, Dart, Flutter Web, auto_route, Elementary, Provider, Dio, Hive, RevenueCat, AppAuth/OAuth, Apple/Google/Facebook/VK login, Codemagic, Fastlane.

Earlier iOS Experience

Jul 2012 - 2018 | Kazan / Tatarstan, Russia

- Started professional mobile development in 2012 with Objective-C and native iOS, later adopting Swift from Swift 2 onward.
- Worked as an iOS Developer at Flatstack LLC and Softeam, then as a self-employed iOS developer for foreign customers via Upwork and direct freelance relationships.
- Built iOS client-server apps, 2D games, utility apps, and product prototypes across 20+ completed projects, including Meloman with 250k+ installs and 10k+ daily active users.
- Coached iOS seminars at Flatstack in 2013-2014, helping students learn Objective-C and iOS development.

Education

Kazan National Research Technical University named after A.N.Tupolev - KAI
Graduate, Computer Science, Specialist | 2007 - 2012

Languages

English: Full professional proficiency; EF SET 79/100, C2 Proficient, 2022
Russian: Native or bilingual proficiency