
Anthony Glyadchenko

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Senior Mobile Product Engineer

Senior Mobile Product Engineer with 8+ years in iOS development, specializing in performance and user experience. Developing an accessible itch.io launcher for Steam Deck to expand expertise in SwiftUI, TDD, and reactive architecture.

WORK EXPERIENCE

Independent Senior Software Engineer • Cleveland, OH • 10/2023 – Present

Self-Employed

- Developing an itch.io game launcher for Steam Deck using Swift for Linux and SwiftUI with GTK 4 bindings for a seamless native experience.
- Crafting UI wireframes in Balsamiq, following GNOME Human Interface Guidelines for an intuitive user experience.

Airstream • Cleveland, OH • 04/2023 – 09/2023

Senior Mobile Developer • Contractor

- Developed a reusable UI component system, ensuring full ADA compliance on iOS by passing Xcode's Accessibility Inspector audit, which reduced UI development time by 40%.
- Optimized iOS build, reducing times by 75%, and adapted UI for iOS and Android.
- Resolved critical Bluetooth communication issues between Android app and RV hardware, restoring full functionality despite minimal documentation.

Assurant • Westlake, OH • 07/2018 – 05/2022

Senior Mobile Software Engineer • Full-time

- Revived non-functional background diagnostic data collection in the Pocket Geek Mobile iOS app by diagnosing and fixing high resource usage issues with Apple's profiling tools, restoring critical functionality for client triage dashboards.
- Co-invented and developed a patented customer service dashboard (US Patent #11900393), enhancing diagnostic data visibility and prioritizing key insights for clients.
- Co-developed a cross-platform device triage library in Swift and Kotlin, streamlining device insurance claim processing across iOS and Android.

Moonlight Labs • Los Angeles, CA • 05/2015 – 06/2018

Senior iOS Developer • Full-time

- Developed Stock Wall Live app for tvOS, iPhone, and iPad, reaching #1 Top Grossing and #2 Top Paid in Finance on tvOS with a 0.03% crash rate over 10 months.
- Fixed critical bugs in the SURKUS Events app affecting attendance tracking and payments, enhancing location trigger reliability through collaboration with backend engineers.
- Optimized SURKUS app location tracking, reducing battery usage from 9% to 1%.

SKILLS

Programming Languages & Frameworks: Swift, Objective-C, UIKit, Core Graphics, Core Animation, Core Location, Core Bluetooth, Core Data, XCTest, XCUITest, Detox

Tools & Practices: Xcode, Instruments, Balsamiq Wireframes, Git, Agile, Scrum

Specializations: App Performance Tuning, UI/UX Optimization, User Experience Enhancement