

Aidar Galimov

Senior iOS Developer / Product Manager

I'm a senior iOS developer with 8+ years of experience shipping consumer apps — most recently Shapeyard, one of the most popular 3D modeling apps for iPhone and iPad with 1.3M+ users. I've led mobile teams, run projects end to end, and co-founded my own startup, REVENT. I love learning new technologies.

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01 EXPERIENCE

Magic Unicorn

SENIOR IOS DEVELOPER • APRIL, 2019 — DECEMBER, 2024

At Magic Unicorn, a New York-based product studio, I spent over five years building Shapeyard — one of the most popular 3D modeling apps for iPhone and iPad with 1.3M+ users. I developed its UIKit and SwiftUI interfaces, core business logic, StoreKit subscriptions, server integration, and caching, working with Swift Concurrency and Combine.

Junto

IOS DEVELOPER / PROJECT MANAGER • SEPTEMBER, 2017 — MAY, 2019

At the Junto app development studio I shipped iOS apps end to end and automated the processes around them, then grew into managing the studio's mobile teams of 5–10 people — writing technical specifications, planning work in Jira, communicating with clients, and delivering quality apps on tight deadlines.

REVENT

CEO / IOS DEVELOPER / UI DESIGNER • FEBRUARY, 2017 — FEBRUARY, 2019

My first startup, co-founded with a classmate — a fashion resale marketplace. I designed the interface, built the iOS app, coordinated the backend and web development, and ran the business strategy. The app reached 20K+ downloads and nearly 5K registered users with almost no marketing spend.

02 PROJECTS

Shapeyard

SENIOR IOS DEVELOPER • APRIL, 2019 — DECEMBER, 2024

One of the most popular 3D modeling apps for iPhone and iPad, with 1.3M+ users — sketch, sculpt, and export models to game engines and 3D printers. I built the modeling interface and tool UI, core business logic, StoreKit subscriptions, server communication, and the caching layer.

Swift UIKit SwiftUI Swift Concurrency Combine StoreKit REST APIs Git TestFlight

SpotPet

PROJECT MANAGER / IOS DEVELOPER • SEPTEMBER, 2018 — MAY, 2019

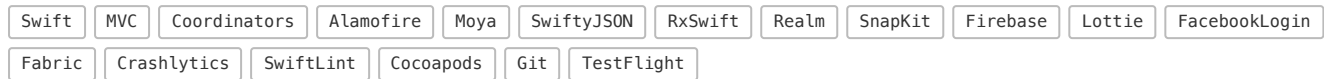
A geolocation service for pet owners — lost-pet announcements, pet-friendly places, and chat. I wrote the technical specification, led the iOS, Android, and backend teams, and built the iOS app myself.

Swift MVC Coordinators Alamofire Moya SwiftyJSON RxSwift Realm GooglePlaces APNs SnapKit AloeStackView
WebSocket Fastlane App Center SwiftLint Cocoapods Git TestFlight

KeepPet

PROJECT MANAGER / IOS DEVELOPER · JANUARY, 2018 – SEPTEMBER, 2018

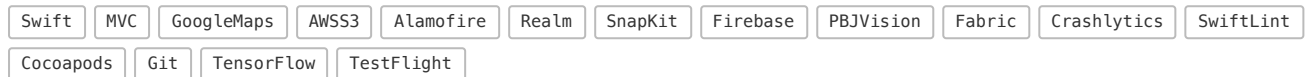
An electronic pet passport built on the Ethereum blockchain — the first project where I both wrote the app and led the development team, agreeing scope directly with the client.



Mirage

IOS DEVELOPER · SEPTEMBER, 2017 – JANUARY, 2018

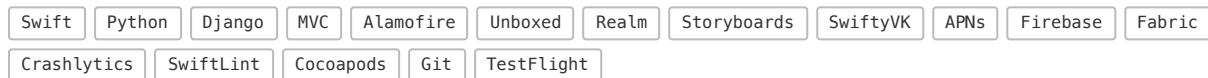
A landmark recognition app built together with the Prisma team. I developed the entire client side, including downloadable city packs that recognize sights offline using on-device TensorFlow.



REVENT

CEO / IOS DEVELOPER · FEBRUARY, 2017 – FEBRUARY, 2019

A marketplace for buying and selling fashion with in-app chat between sellers and buyers. I built the iOS app, wrote part of the Django backend, and ran the product and business strategy — including keeping the service alive through a DDoS attack.



03 SKILLS

iOS development

8+ years of Swift — UIKit, SwiftUI, Swift Concurrency, Combine, RxSwift, StoreKit, REST APIs, Realm, and CI/CD with Fastlane. I've shipped consumer apps for iPhone and iPad from first commit to the App Store.

Project management

I set up and run Jira, Notion, and Service Desk; apply Agile practices; and plan, estimate, and assign work across developers, designers, and testers. I enjoy improving and automating team processes.

Team organization

I hire and onboard engineers and know how to organize teams around both new and existing projects, finding the right approach to each person.

04 EDUCATION

RANEPA (Russian Academy of National Economy and Public Administration)

BACHELOR'S DEGREE, COMPUTER SCIENCE, APPLIED INFORMATICS IN ECONOMICS · 2015 – 2019

05 INTERESTS

 Graphic design  Architecture  Contemporary art  Non-fiction literature  Good music