



Please take a look at what we
can do for you.





We are OSM

The AWESOME adventure began exactly 13 years ago, when two friends started a creative agency together.

Our visual story began as a fusion of color, pattern, and character. We started as a creative agency focusing only on design and then we've slowly included development- both web and mobile.

At one point, we've realized that some clients could benefit from IT services even though they don't need our design or development. The branching out of those additional IT services has been the first significant change to our brand identity since 2010. That's the reason why we extend our IT crew (Avana, PaukHost, OSMSupport)

The new identity brings new colours, patterns and a new concept of the website and digital platforms.

We have been working with clients from different industries for the last 12 years bringing the most professional and experienced people to provide high- quality services. Client satisfaction is our priority.

Our development, design and marketing teams work together to bring client's ideas to life. We believe that companies that develop apps, websites and software need to provide more than just a code.

Our software development team is formed of IT professionals who focus not only on coding but also on the visual side of user interface in collaboration with a marketing team that optimize conversions, user retention and the general application experience.

The OSM team works under the guidance of exceptional project managers who are responsible for ensuring the quality of services that we are providing.



OSM Table of content ;)

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Backend

QA

Design

Marketing

DevOps





Mobile

iOS

Technologies

1. iOS Development

- Swift
- SwiftUI
- Objective-C
- Xcode

2. Tools

- Git
- Postman
- Figma
- Teamwork

iOS Developer skills

1. Architecture

- MVC
- MVVC
- Clean Swift Architecture
- MVVM
- Functional approach in writing functions, currying

2. Account

- Login/Registration, Forgot Password (+ via universal links) with API
- Social login facebook, google
- SMS, Email, Call verifications of user
- OAuth 2.0

3. Networking

- REST, Websockets • Alamofire, URLSession
- Custom protocol for communication with server
- HTTP
- JSON, XML
- JSON Mapping
- Promises, Operations, GCD
- Background fetching
- Upload/Download files
- Bluetooth/WiFi networking



4. Mobile Storage

- Realm database
- CoreData
- Keychain storage
- UserDefaults local storage
- NSKeyedArchiver
- Sync storage with API, download content for offline usage
- Offline capability for a scope of functionalities
- User History implementation

5. UI

- Devices: iPhones/iPads/Watch
- SwiftUI
- Vertical repeating or non repeating custom ScrollView
- Complex nested tables/collections list implementation
- Complex views, stacked up with different dynamic sizes, moving in/out from the screen
- Complex Main Menu view
- Chat feature (contact, messages, history, images, self-destruction messages, ...)
- PDF reader implementation
- Custom newspaper reader
- Custom video player integration
- Youtube video player integration
- Video streaming
- Custom camera UI, integration with photos on device
- WKWebKit
- Actions based on timer countdowns
- Basic navigation, standard and custom containers with/out toolbar, Segues
- Advanced navigation logic
- QR code/Barcode scanner
- Video content

- Interactive live API search, local search. Autocomplete logic.
- Complex onboarding tutorial pages
- Comments/Replays/Review
- Custom picker & date picker
- Custom Image gallery
- Image handling and caching
- Profile management
- Static pages (about, tc, q&a with accordion)
- IQKeyboardManager
- Chart drawing

6. Cryptography

- Hash
- AES
- Elliptic curves key generation
- Symmetric encryption
- Asymmetric encryption
- Diffie-Hellman key exchange algorithm

7. Animations

- CoreAnimation (Keyframe animations with various UIBezierPath-s)
- UIView animations (view controllers and views transitions)
- Custom animations
- Lottie animations

8. Algorithms

- Lottery winning algorithms
- Various date based events scheduling algorithms
- Complex price calculation algorithm for different use cases



9. Location/Maps

- Apple and Google Maps
- Location detection
- Running, driving app type
- Drawing real-time polylines when user moves
- Polygon drawing with location interaction
- Drawing routes
- Geocoding/Reverse geocoding
- Calculating burned calories, time elapsed, distance and other
- Pause/Unpause feature
- Offline storage for run/drive sessions
- Synchronizing UI events with saving in to database via GCD
- App in background handling

10. C++ Integration

- C++ engine integration into Swift/SwiftUI, communicating through ObjectiveC/ObjectiveC++C++

11. Analytics

- Facebook analytics
- Google analytics
- Mixpanel, Exponea analytics
- Firebase analytics

12. Other

- Configuration and setting in app
- Error handling
- Custom extensions for already existing Swift classes
- Sharing extension
- Universal links
- Fabric/Crashlytics (for crash monitoring)
- Setting up already finished Ionic app for release

13. Sharing

- Sharing option implementation for any social media platform

14. Apple

- Apple Developer account knowledge
- Sandbox environment

15. Store

- Subscriptions
- One time payments
- InApp Purchase implementation
- Stripe payment implementation (with credit card management) - PCI Level1 compliant
- Sync StoreKit logic with API

16. Notifications

- Local notifications
 - > Re/Scheduling
 - > Based on Location
- Remote notifications
 - > Firebase
 - > OneSignal
 - > Apple Native push

17. Localization

- Multi language localization

18. QA

- UI Testing
- Functional Testing (Regression, smoke, sanity, ad hoc, positive & negative testing)
- Unit Testing
- Stress Testing





Android

Technologies

Android Development

- Kotlin
- Java
- Android studio
- Android SDK & NDK

Tools

- Git
- Postman
- Figma
- Zeppelin
- Teamwork
- Jira

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- Social login facebook, google
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- OAuth 2.0

3. Networking

- REST, Websockets
- Retrofit, OKHttp
- Custom protocol for communication with server
- HTTP/S, UDP, TCP
- JSON, XML
- JSON Mapping
- Promises, Operations, GCD
- Background fetching
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Web

Frontend

Technologies

1. Web FE development

- HTML5
- CSS3
- SASS / SCSS • JavaScript (ES6+)

2. Paradigms

- Functional
- OOP
- Procedural

Web FE Developer skills

1. UI

- “Mobile-first” approach
- Responsive design
- Adaptive design
- Pixel-perfect
- Custom components

2. Frameworks

- ReactJS
- Backbone

3. State management

- Redux
- Flux
- Mobx

4. State management libraries

- Redux-Saga
- Redux Thunk
- Redux Observables
- ImmutableJS
- Reselect

5. React ecosystem

- JSX
- React-helmet
- React-router-dom
- Prop-types

6. Linters and formatters

- ESLint
- Prettier



7. Libraries

- Lodash
- Moment
- RxJS
- Underscore
- JQuery
- Ramda

8. Integration with other systems

- Facebook
- Google
- Instagram
- Twitter
- Apple
- YouTube
- Dailymotion
- Comet Chat
- Strapi
- Stripe
- Usersnap
- Zendesk

9. Routing

- React Router
- HTML Hyperlinking
- JS based redirections and linking

10. Charting

- Custom charts
- Charts based on D3.JS
- Highcharts

11. Code quality assurance

- Using ES6+ standard
- Prettier
- ESLint
- Following git workflow
- Code reviews
- Separation of concern

12. Animations

- JS & CSS based animations
- Scrolling animations
- Gallery animations
- Sidebar animations
- Hover animations
- Custom animations
- Page transition animations
- Lottie animations
- React Transition Group

13. Testing

- Unit testing
- Testing with Jest and Enzyme

14. Optimizations

- Code minification
- Code uglification
- Page splitting and chunking
- Static page caching
- Semantic HTML
- Search engine optimization (SEO)

15. Protocols

- HTTP/HTTPS
- WebSockets

16. Multi language support

- Custom implementation
- i18n
- FormatJS

17. Styling

- Standard CSS
- SASS/SCSS
- React inline styles
- CSS Modules
- React styled-components



18.Tools

- Visual Studio Code
- WebStorm
- Git
- Postman
- Figma
- InVision
- Zeppelin
- Teamwork
- Confluence
- Jira

19.CMS

- WordPress

20.Package management and task runners

- Yarn
- NPM
- Gulp
- Grunt

21.Supported browsers:

- Chrome
- Firefox
- Safari
- Edge
- Opera



Backend

1. Languages and technologies

- NodeJS (ES6, TypeScript, NestJS)
- Java (Reactive programming)
- PHP
- .NET

2. Database engines

- PostgreSQL
- MySQL
- MongoDB
- Redis

3. Protocols

- HTTP (RestFul APIs)
- WebSockets
- GRPC (for microservice communication)
- Pub/Sub mechanism

4. Deployments

- Horizontally scalable containerized applications
- Clustered deployments (AWS or similar)
- Load balanced environments with rolling deployment support

5. Testing

- Functional testing
- Unit testing
- Stress testing
- Performance testing
- Regression testing

6. Libraries and frameworks

- Fastify
- ExpressJS
- NestJS
- Vert.x
- Lua script
- Strapi
- React admin
- Laravel
- Symfony

7. Tools

- Visual Studio Code
- IntelliJ Idea
- PHPStorm
- SSH
- Git (git-flow)
- Postman
- Swagger
- Docker (DockerCompose)
- Gitlab CI

QA

1. Performing Manual Testing and writing test cases for

- Web applications
- Mobile applications: iOS & Android
- Web sites

2. Types of testing that QA team performs are

- Functional Testing:
 - regression
 - smoke
 - sanity
 - ad hoc
 - positive
 - negative
- UI Testing
- Stress Testing

3. Tools

- Testlodge
- Jira
- Confluence
- TeamWork
- Figma

Design

1. Disciplines

- Logo Design and Graphic Standards
- Corporate Brand Book
- Brand identity
- Art Direction
- Packaging
- POS material (Wobblers, Hangers, Promo Stand, Flyers, Price Tags...)
- Web Design / development / E-commerce
- UI/UX
- Illustration
- Events Branding
- ATL marketing (Print Ads, Billboards, TV Commercials)
- BTL marketing (Direct mails, Brochures.....)
- Storyboarding
- Brand strategy
- Creative/art direction
- Digital/print design
- Signage

2. Tools

- Adobe Creative Cloud (Photoshop, Illustrator, In Design)
- Figma
- Sketch
- Invision
- Illustrator
- Framer
- Wordpress / Elementor
- Photoshop

Marketing

1. Content Creation

- Website content
- Blog posts
- Guest posts
- PR posts

2. Growth strategy

- Market research
- Competition analysis
- MVP definition
- USP definition
- Growth channels definition

3. Branding

- Brand name definition
- Brand values definition
- Slogan
- Visual identity definition

4. Customer acquisition

- Paid
- Organic

5. SEO

- Audit
- On-page SEO
- Off-page SEO

6. User activation

- Marketing automaton
- Engagement campaigns

7. Integrated marketing campaigns

- Creative
- PR

8. SMM

- Social media plan
- Advertising
- Creative (visual & copy)
- Community management

DevOps

1. Cloud

- AWS
- GCP

2. OS

- Windows
- Linux (Red Hat, CentOS, Ubuntu) in server environment

3. Virtualization

- VMware
- KVM
- Windows
- Hyper-V
- Proxmox

4. Containers

- Docker
- Kubernetes
- AWS ECS
- AWS EKS
- GCP GKE
- Docker Swarm

5. Kubernetes specific tools

- Helm
- kustomize
- service mesh (istio, envoy)
- traefik

6. Infrastructure-as-code

- Terraform
- AWS CloudFormation

7. Configuration management tools

- Ansible
- SaltStack
- Chef

8. Source control

- GitLab
- GitHub
- Bitbucket
- Subversion SVN

9. CI/CD

- Jenkins
- GitLab CI
- GitHub Actions
- AWS CodePipeline
- Spinnaker
- ArgoCD

10. Monitoring

- Prometheus
- Grafana,
- ELK stack
- Icinga
- Nagios
- Cacti

11. Web servers

- nginx
- apache
- IIS





12. Email servers

- Microsoft Exchange
- postfix
- VMware Zimbra

13. Databases

- MySQL
- Postgres
- Microsoft SQL
- some exposure to Oracle

14. Networking

- Cisco (L2, L3, ASA firewalls)
- virtual networks in AWS and GCP clouds
- AWS VPC

15. Programming / software development

- Python
- Bash
- PowerShell

16. Scripting

- Bash
- Python
- Ruby

