



**Mobile app development.
Spot on.**

We develop applications for 10 years

We take on complex projects which require complicated business logic, hardware integration or operating under high load conditions. We love to create applications for fintech. We made projects for MasterCard, Tinkoff Bank, Sberbank, Sovcombank, Platio, Tele2.

10 years

at the market of mobile service

40+

people on staff

200+

Completed projects

#6

Tagline

#5

Ruward

#3

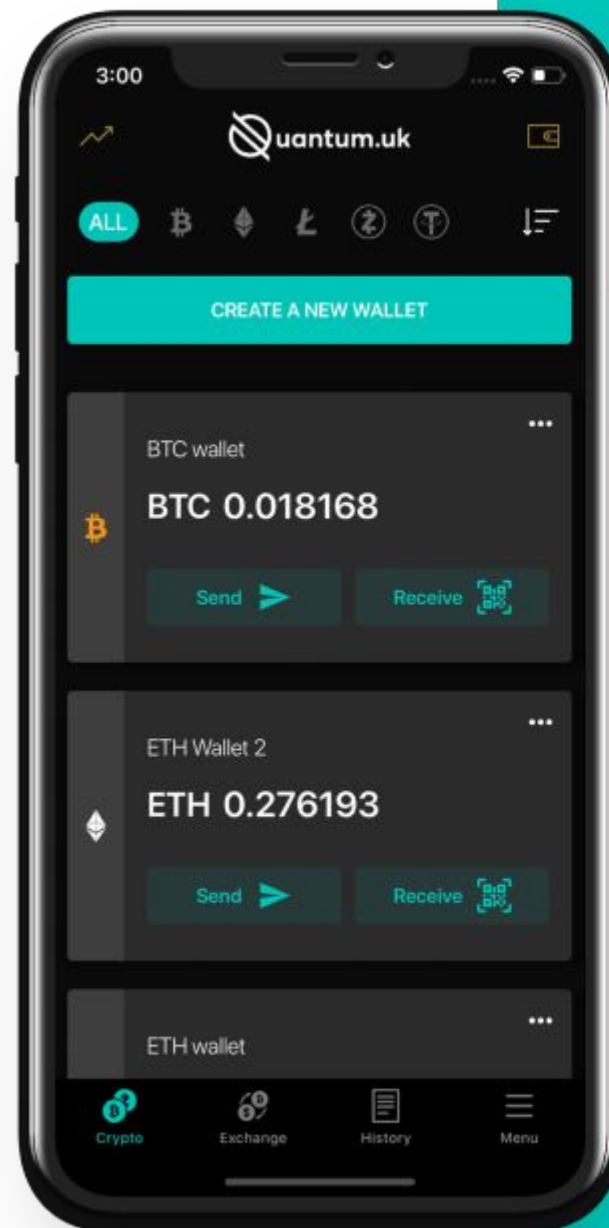
Runet Rating and Adindex



Quantum

Under development

A secure multicurrency wallet



Koomi – a mobile POS system

[Read the case study on our site →](#)

Printers, card readers and safes work under Koomi's control

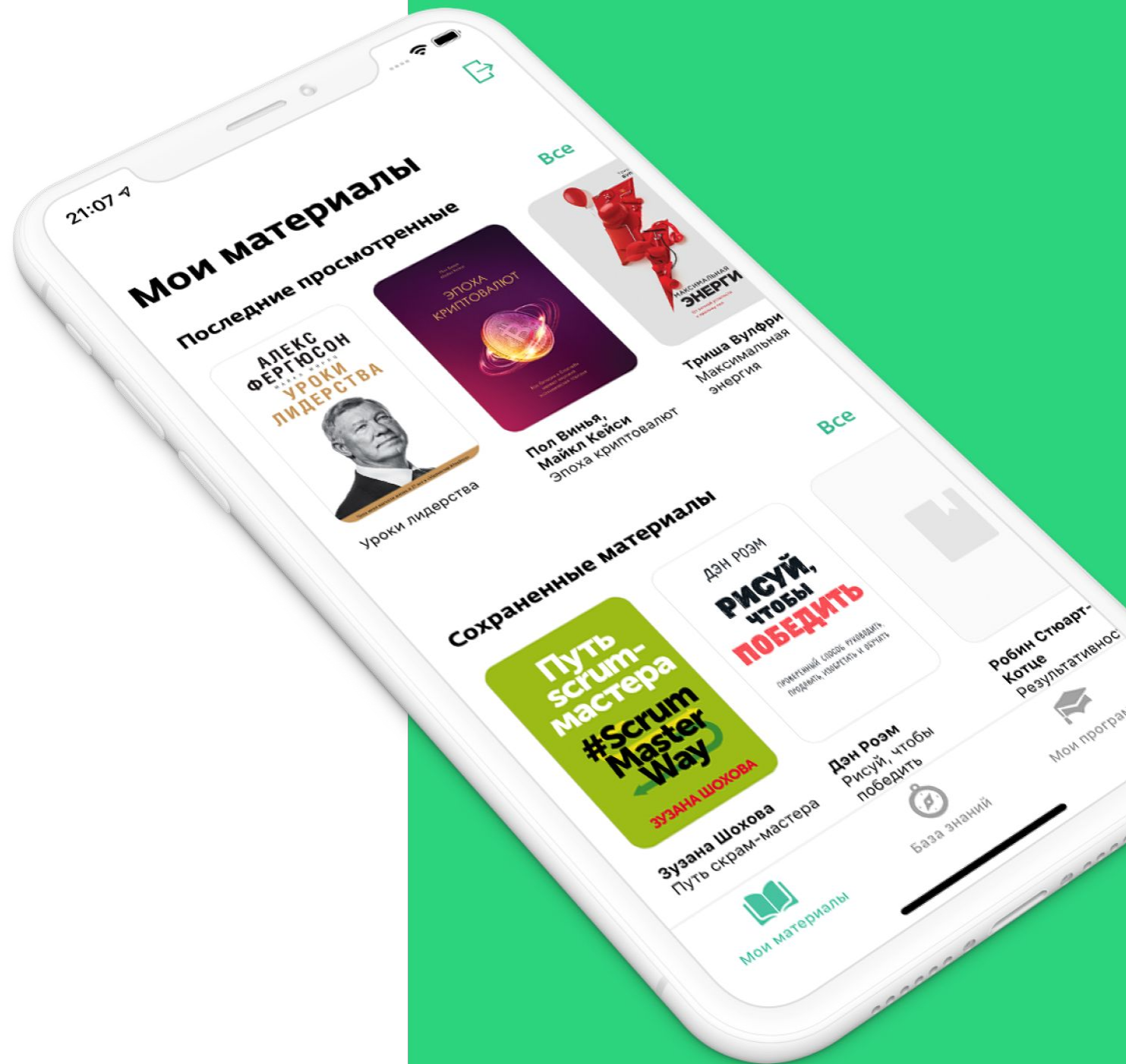




Sberbank Virtual School

Read the case study on our site →

We help Sberbank to develop managerial skills of its employees



Sovcombank Chatbank

Read the case study on our site →

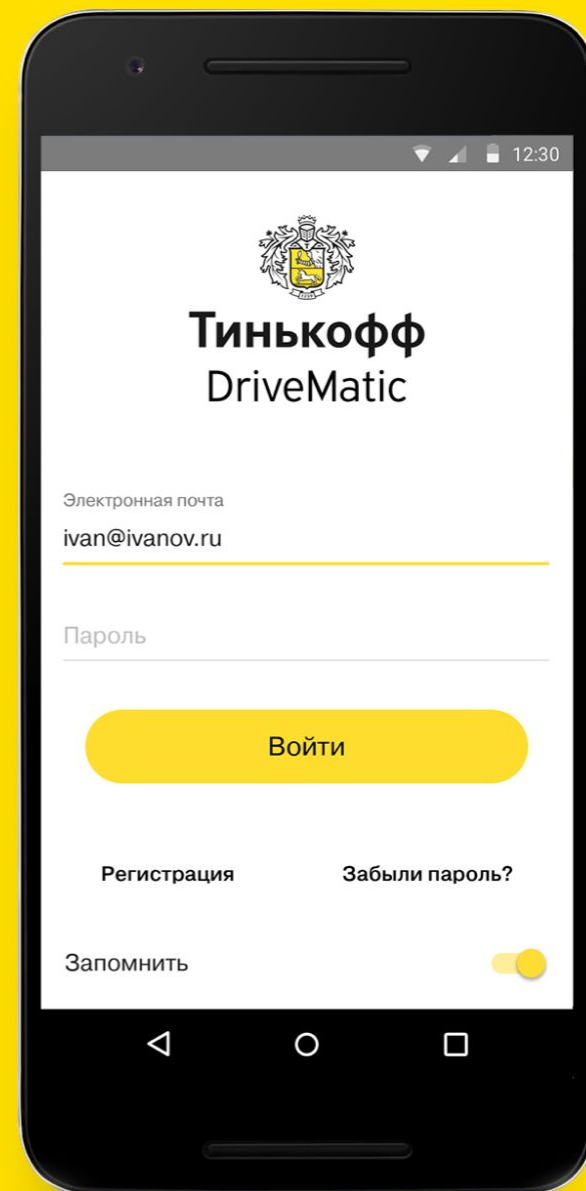
One application for all accounts and payment cards of the bank



Tinkoff DriveMatic

Read the case study on our site →

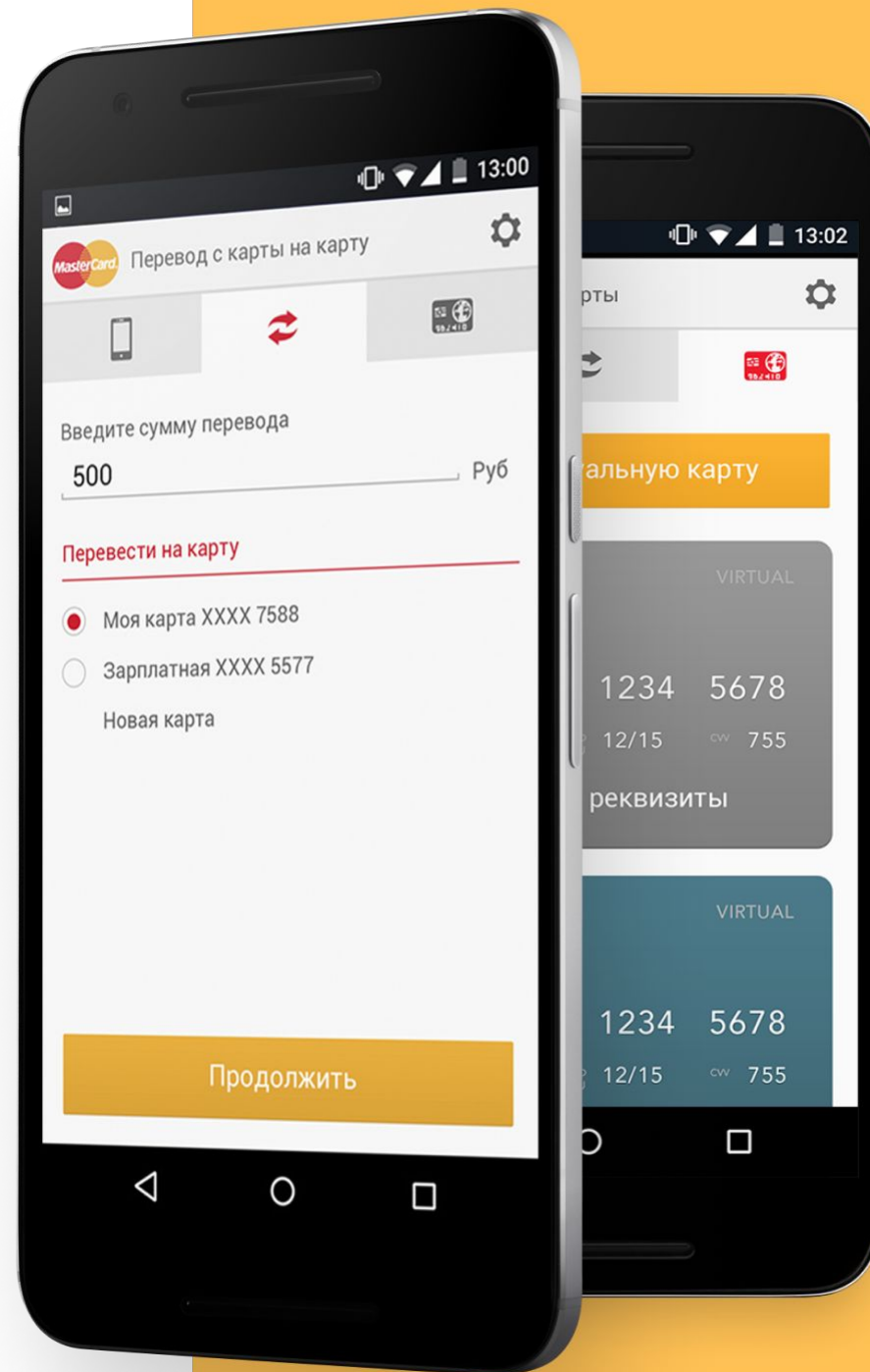
We improve drivers' insurance
policy



MasterCard

Read the case study on our site →

The official mobile app of the international payment system

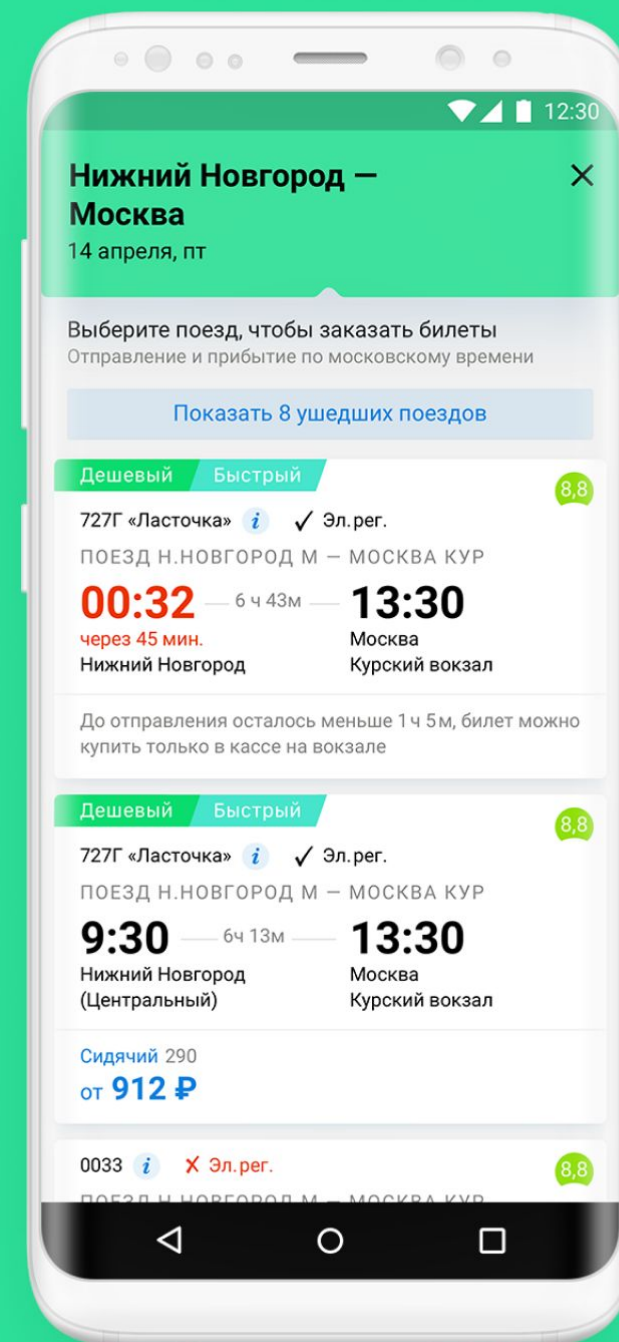
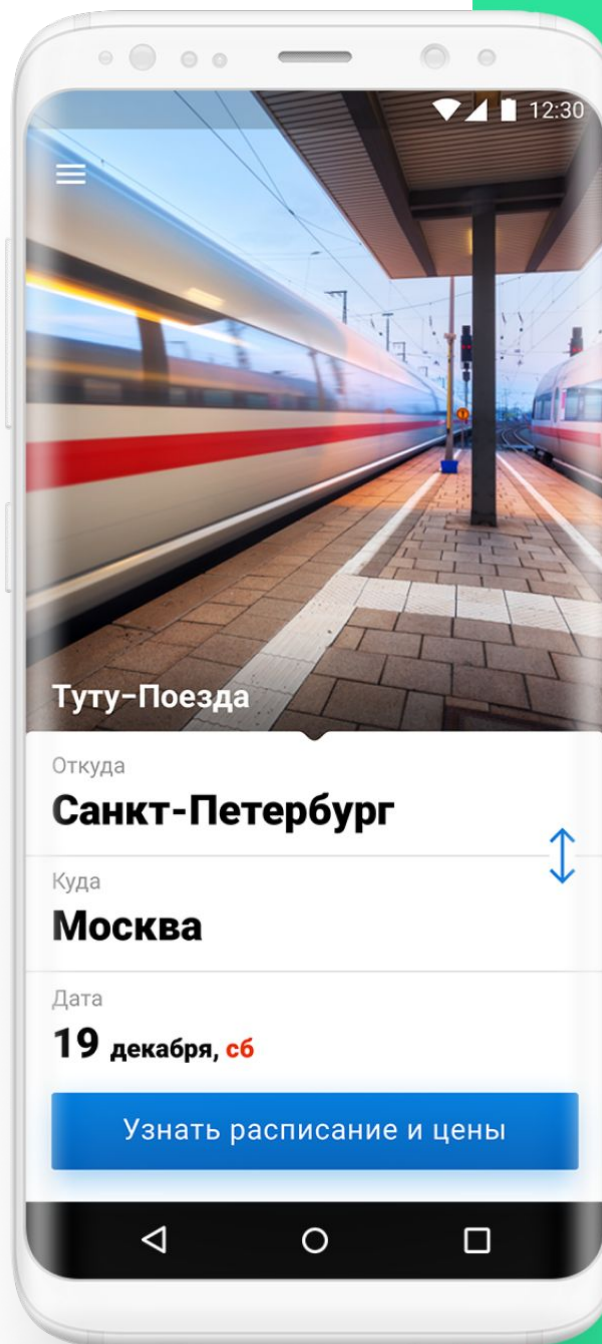




Tutu.ru Train Tickets

Read the case study on our site →

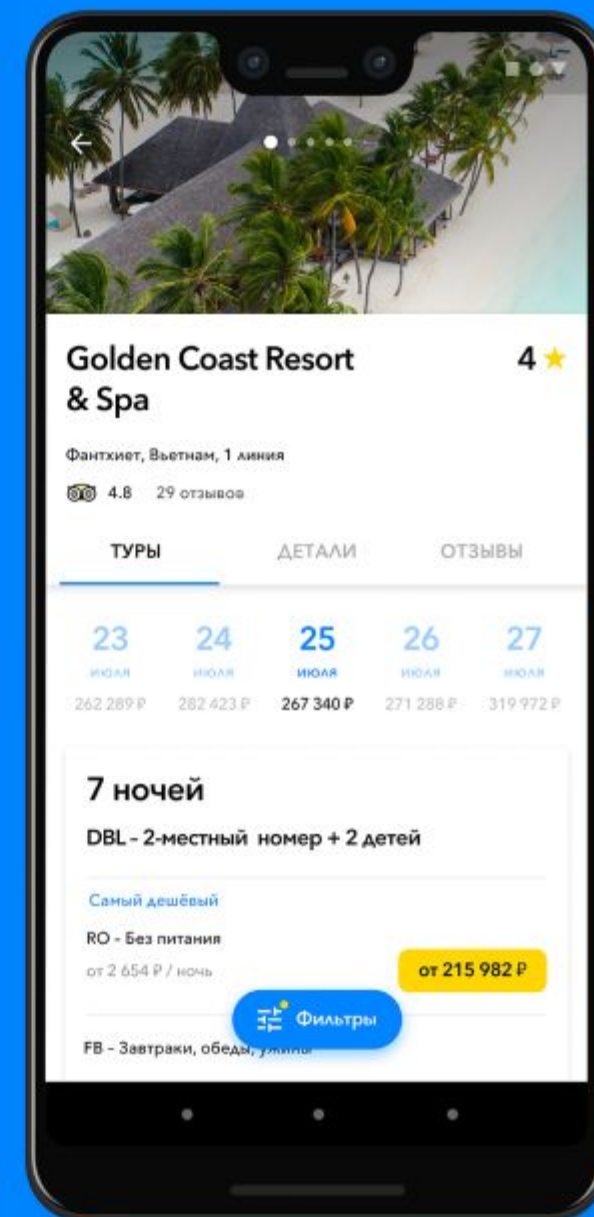
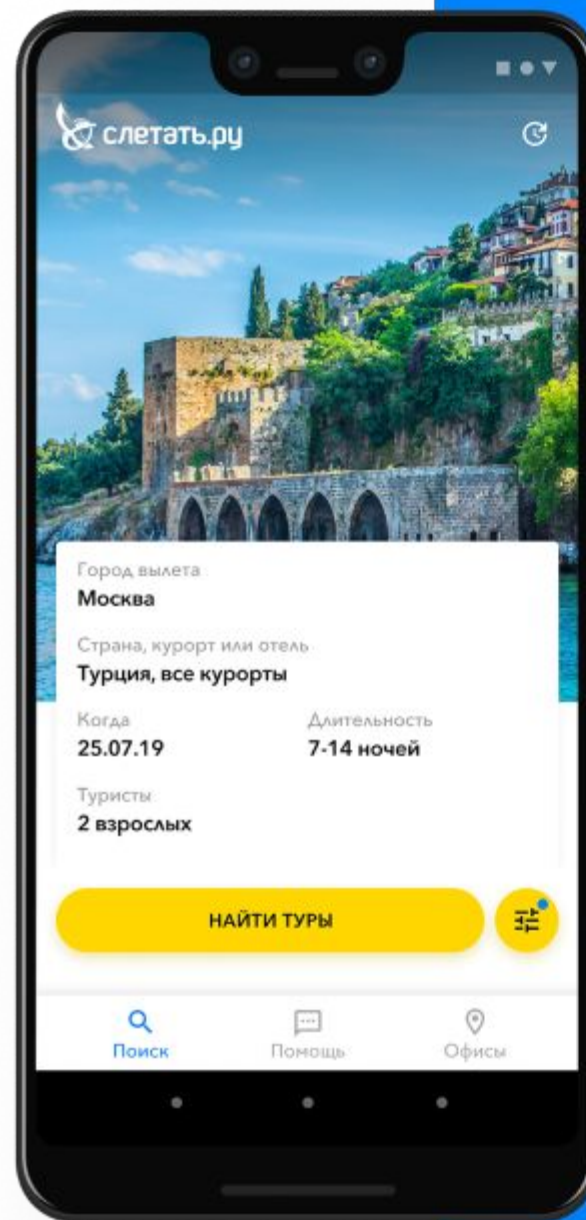
Buy a train ticket in just a few minutes



Sletat.ru

Under development

Research tours and plane tickets with
smart filters and hints





Yami Yami

Read the case study on our site →

The app has increased the quantity of food orders by 13%



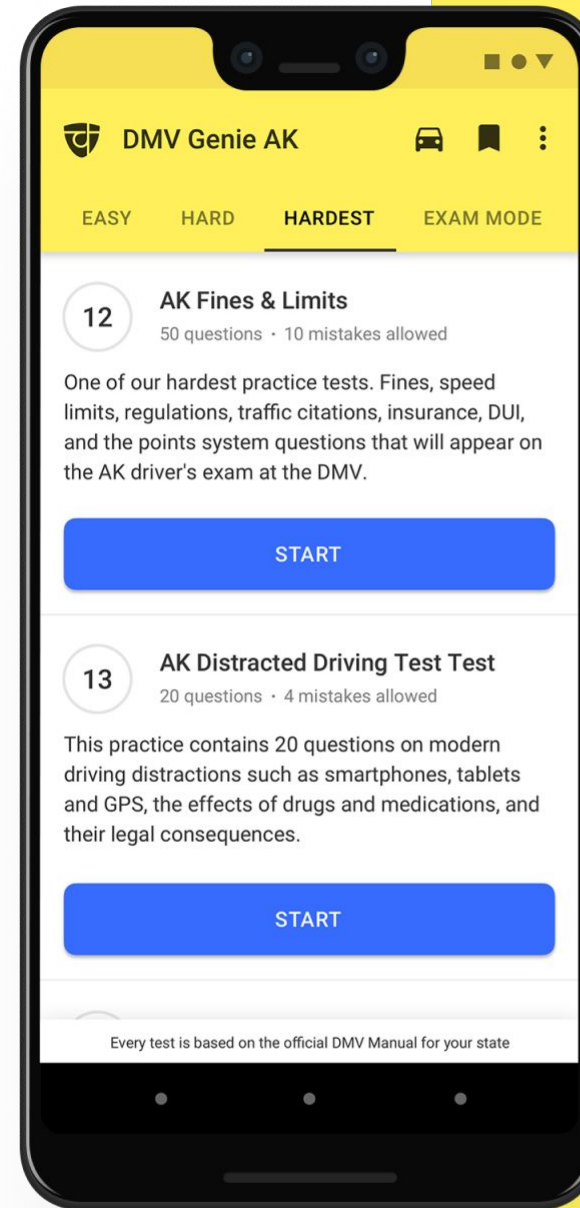
Рейтинг AppStore

4,9 ★ ★ ★ ★ ★

DMV Genius

[Read the case study on our site →](#)

400 thousand of users pass driving exam thanks to our app monthly





Channel One Russia

[Read the case study on our site →](#)

600 000 people use our app as an alternative to TV

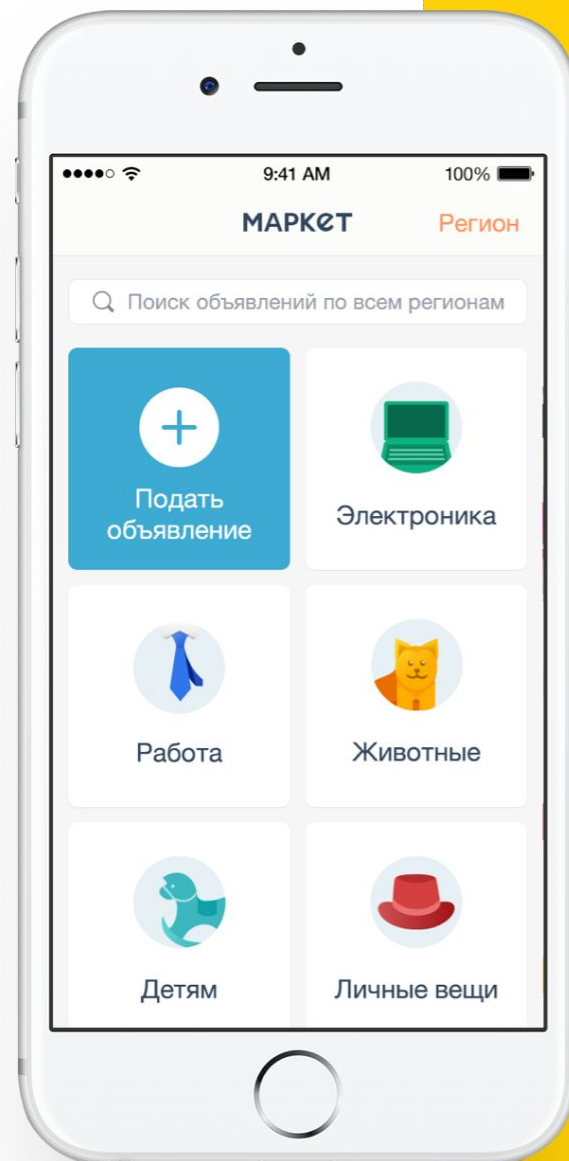




Market.kz

Read the case study on our site →

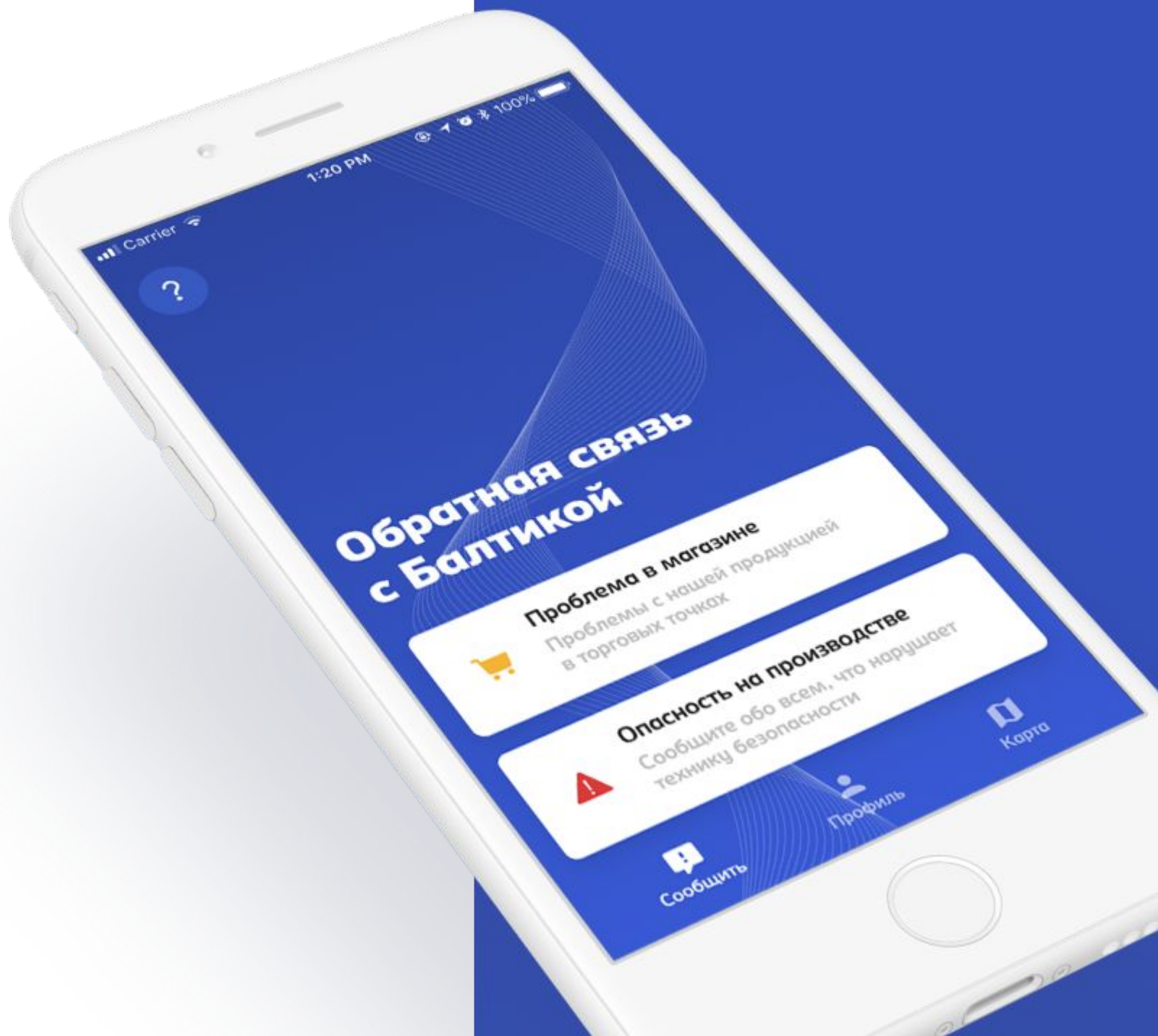
#1 app in Kazakhstan according to
"Forbes" estimation



Carlsberg

Under development

A service app for employees
of the Carlsberg



Customers feedback



Vladimir Merkushev

Head of web development department «Kolesa, Krisha, Market»

«MobileUp employees have consistently demonstrated high level of competence in mobile technology by offering smart mobile solutions.»

Peter Konushenko

Head of mobile department “Iz ruk v ruki”(From hands to hands)

«Employees of the company not only met all our project requirements and wishes quickly and efficiently, but also offered a number of decisions, which were subsequently adopted by the company’s management and highly appreciated by our users».

Konstantin Abramov

Senior Business Development Manager of Mastercard

«The MobileUp team has shown itself to be a reliable partner who works qualitatively and fast. Guys devotes a lot of time to the interfaces design, have spared no effort make improvements at all stages of development there.»

Sergey Storozhev

CIO of Internet Broadcasting Department of Channel One Russia

«The MobileAp team has not just fulfilled its expected accomplishments to add new features to the application, but also achieved a substantial improvement in usability».

Development stages



1

Analytics

We gather information about the product, the client, the competition and close substitutes.



2

UX

We create a detailed screen map of application with a brief description of technical solutions.



3

UI

We develop the conceptual design of the application, coordinate the style with the customer.



4

Development

We release applications 20% faster than our competitors, because we have developed our own framework FrameOk and use it.



5

Testing

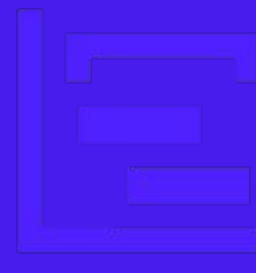
Testing is started from the first application build. We draw up checklists and test cases.



6

Support

We form a team that will be involved in the further development of the application.



General Principles



Dedicated team

We gather information about the product, the client, the competition and close substitutes.



Our own library of solutions

Our code exists 5-7 years thanks to the Frame – MobileUp's in-house development .



Build every 2 weeks

Development is iterative, one sprint lasts 2 weeks. Before the start of each sprint, we coordinate the requirements and functionality with the client.



Product approach

We are guided by figures and metrics. First of all, we think about efficiency. Primarily we think and analyze, then we do it.



T&M

Our motto is Time and Materials. The level of remuneration is determined, taking into account a specialist's rate and time spent on the project



Development control

Every project is under control of CTO and Development Lead. It helps to meet deadlines and fulfil the commitments.



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