

outsource development studio

fruktorum.com

Who are we?

We are an **IT company founded in 2015** by three experts in the field of web and mobile technologies and the game industry.

All three areas are closely intertwined in our work, which ensures the **best quality and support** for your project throughout its development.

Main office

Moscow

Developers from

**Russia
Ukraine
Belarus
Armenia**

40+
specialists

**iOS
Android
VueJS
Ruby On Rails
PHP
Python
Unity/C#**

**Artists
UX/UI designer
Game-designer
Managers
Composer**



What are we doing?

- ✓ Turnkey development of digital solutions for small and medium businesses
- ✓ Support and development of existing projects of any complexity
- ✓ Creation of prototypes for obtaining investments, MVP and development of the final product for startups of the international level
- ✓ Creation of unique graphic solutions for each IT direction



Mobile apps

Swift, Kotlin



Websites

VueJS, Ruby On Rails, PHP, Python



Games

Unity (C#)



Design and concept-art

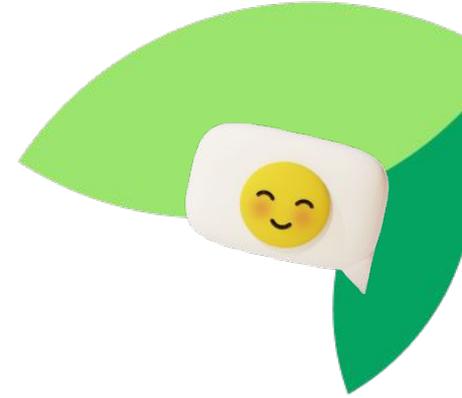
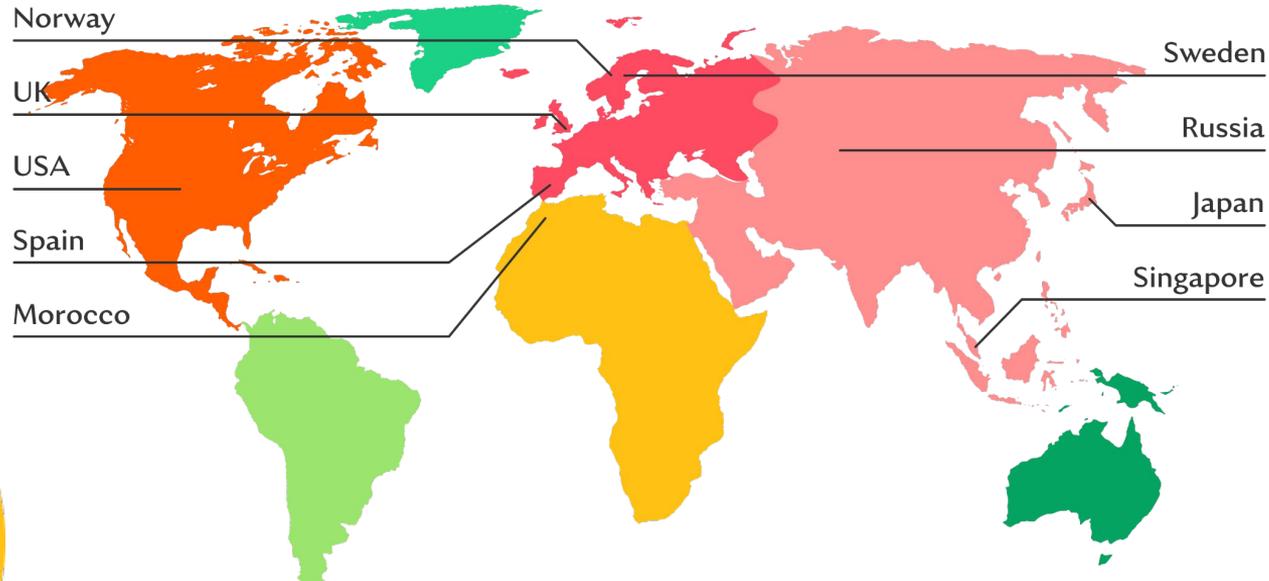
Figma, Photoshop, Sketch

We partner with clients from all over the world

150+
completed
projects

2015
foundation of the
company

15+
our partner's
countries



Why Choose Us

Safety

Our experts ensure network security even during the development phase



Confidentially

We guarantee that your ideas and data will be protected and used only in your project



Post launch help

Free and high quality support for your project for 3 months or more



Price

We have an optimal price quality ratio due to remote interaction and high professional level of specialists



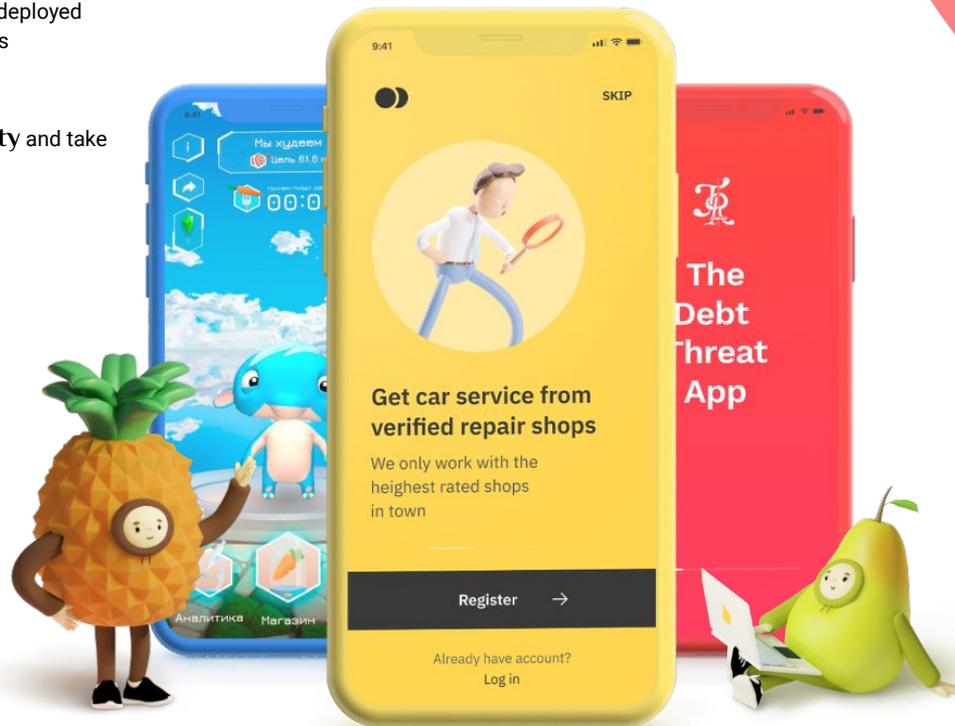
Portfolio

We develop Mobile and Web solutions

We develop projects from scratch to fully working title deployed on Apple App Store/Google Play Market/remote servers

For us the most important thing is to **keep the quality** and take full control of features to be present in the end product

We use only native programming tools
([Swift](#), [Kotlin](#), [Ruby](#), [C#](#), [PHP](#), [JS](#))



Platforms:



Chip-In

Difficulty:



Technology:



Mobile partnership application. Users receive discounts on different goods and participate in promotions, and also can play slot game for prizes. Businesses in turn create offers for users and get loyal customers.

Development time: 6 months

#USA



HONEYMOON
Lorem Ipsum Dolor Sit Amet, Consectetur Adipiscing Elit. In Non Ante In Ante Tincidunt Accumsan Nec Eu Erat. Cras A Enim Vitae Uma Commodo Hendrerit. Cras Mattis Ut Enim Vitae Faucibus.

TITLE	%
Italy	43
Japan	25
United Kingdom	18
...	14



Platforms:



ReferIt

Difficulty:



Technology:



Mobile application consists of two parts – Vendor and Customer app. On customer's side there is a three step referral system, where users can receive vouchers and invite their friends. If friends use the vouchers, they will get discounts and customers will receive royalties. And in Vendor App businesses create these vouchers and track them.

Development time: 3 months

#USA



Platforms:



Model Alliance

Difficulty:



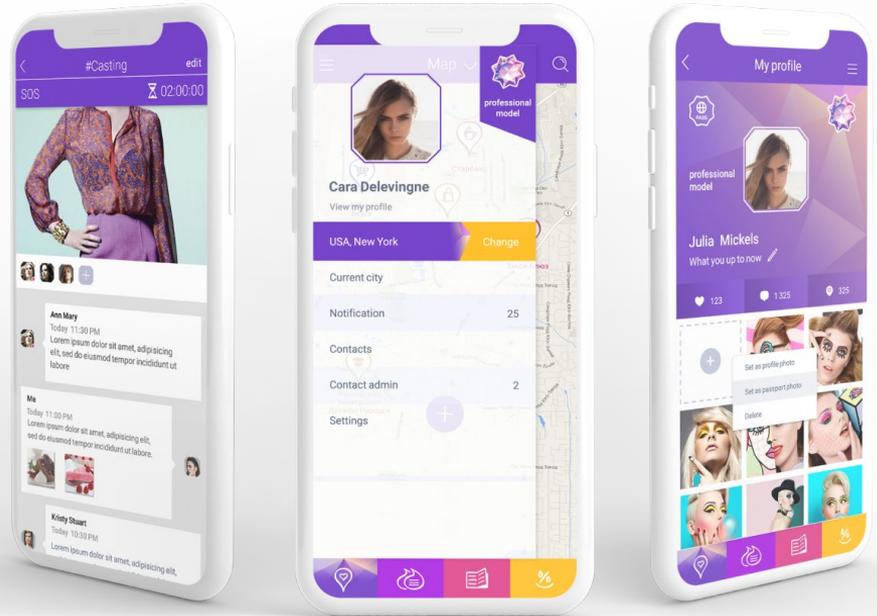
Technology:



A closed social network for fashion models. The partners of the application provided their discounts and promotions specifically for registered "celebrity" users. Models used the discounts in exchange for a selfie taken in the establishment (meaning PR for the establishment). Also the application contained chats between users, social profile management, a list of special events, a map with offers for models, special encyclopedia, and offers and discounts list.

Development time: 8 months

#UK



Platforms:



AdChill

Difficulty:



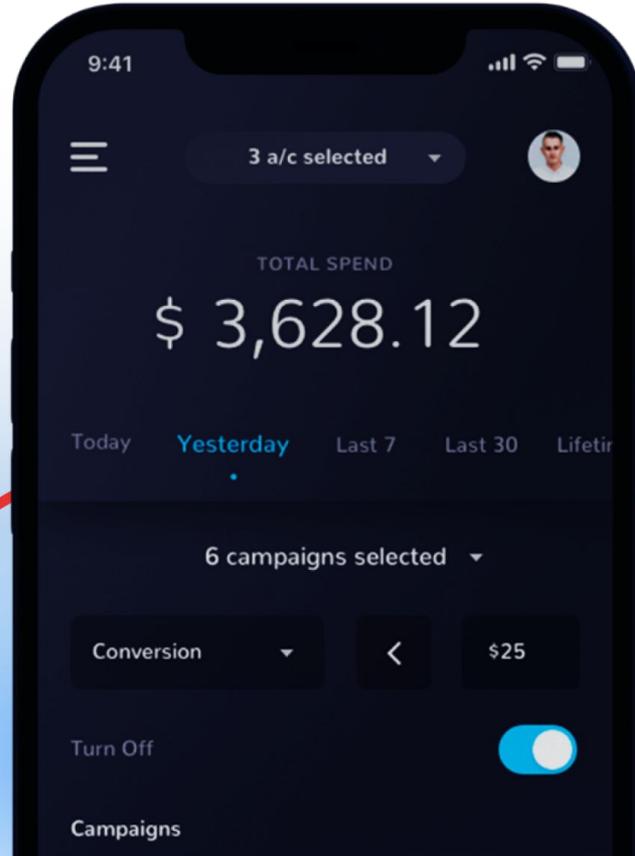
Technology:



Web platform AdChill allows users to manage ads on Facebook and easily allocate budget for them. Native mobile applications for iOS platform enables users to do the same on a mobile devices. If you have a lot of marketing campaigns you will certainly be comfortable working with this app.

Development time: 2 months

#USA



Platforms:



Vedoc

Difficulty:



Technology:



Mobile application for auto repair shop businesses and car owners. First ones can place their store on the map and accept requests for car related works. And car owners can place requests for car repairs indicating information like what the problem is, address, phone number, etc., as well as see all the nearest car services. Both users role can interact with each other either via phone and email, or via an internal chat that is attached to each client's request.

Development time: 4 months

#USA



Platforms:



DotVpn

Difficulty:



Technology:



Our main task was to finalize the vpn applications for iOS and Android, as well as to develop a desktop application for OSX. The application for Apple computers had to support the old OSX operating systems, which forced us to abandon the native tools offered by Apple itself, and led to the development of our own module for interacting with OpenVPN. This allowed for low-level control of the VPN operation, regardless of the internal components of the computer.

Development time: 3 months

#Hong_Kong



Platforms:



Agilizza

Difficulty:



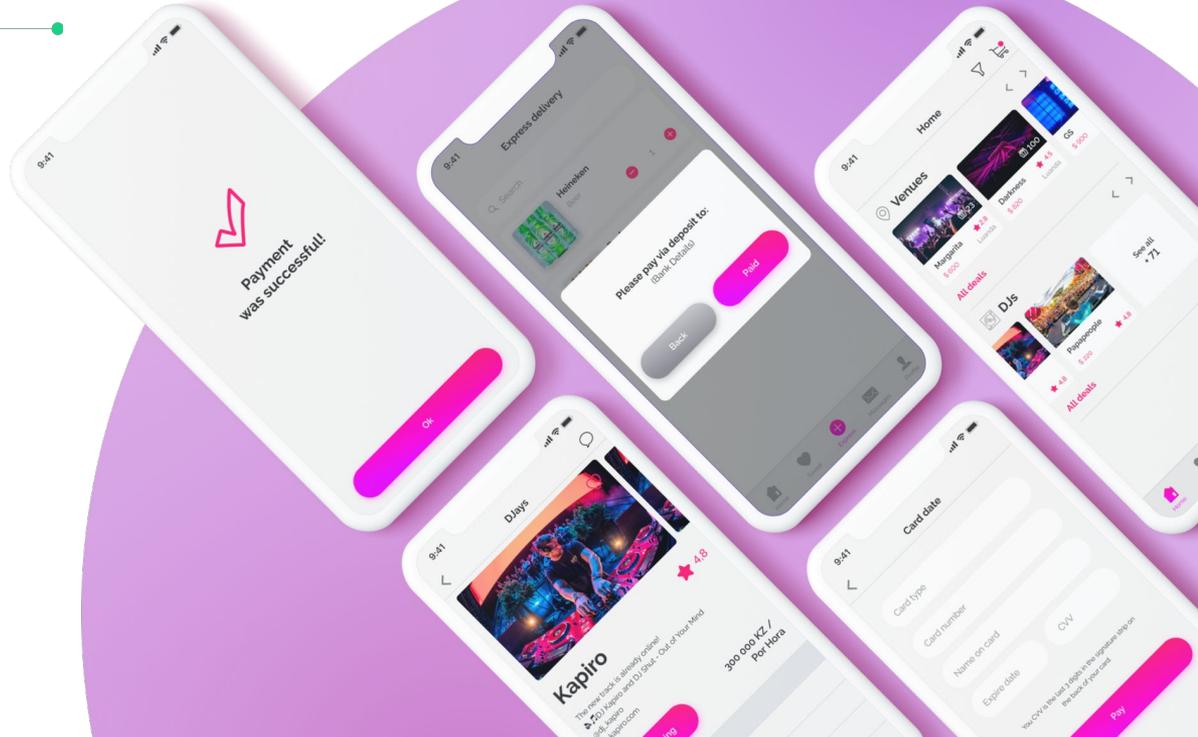
Technology:



An aggregator of services used for organizing parties. Users of the application can order products, a DJ, decorations, presenters and much more to properly hold an event for any color and taste.

Development time: 2 months

#USA



Platforms:



Fitogochi

Difficulty:



Technology:



A mobile application that allows you to track and monitor food consumption. The nutrient program that was implemented into Fitogochi app is based on works in gastroenterology, dietology and cosmetology by PhD Nazarenko from college of fitness and bodybuilding by Ben Weider.

Development time: 4 months

#Our_project



Platforms:



The Data Thief

Difficulty:



Technology:



This point&click adventure game takes place on the territory of London - London Eye Park, Whitechapel Street, Piccadilly district and MI5. The main character and his partner are trying to catch a cybercriminal - Phish. By conducting investigations in each location, the player learns about the security rules in the modern digital world and after each investigation manages to catch the criminal.

Development time: 6 months

#Spain



Platforms:



Crytivo

Difficulty:



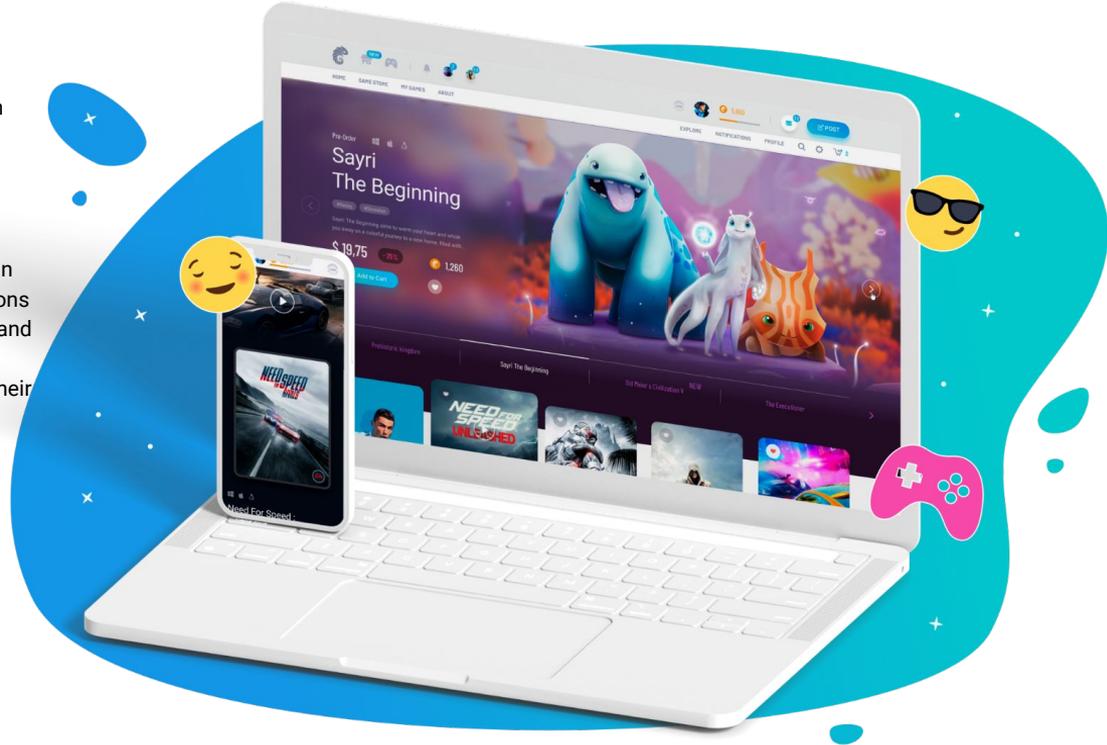
Technology:



An online service and social network for gamers. People can buy video games, create a player account, where the functions such as purchase of games, shopping cart, social network and much more will be available. Game developers have an extended version of the account, where he can publish their games, configure the project page, monitor sales and statistics.

Development time: 6 months

#Crytivo_Game_Publishing_House

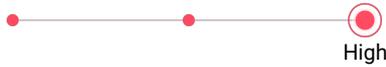


Platforms:



The Debt Threat

Difficulty:



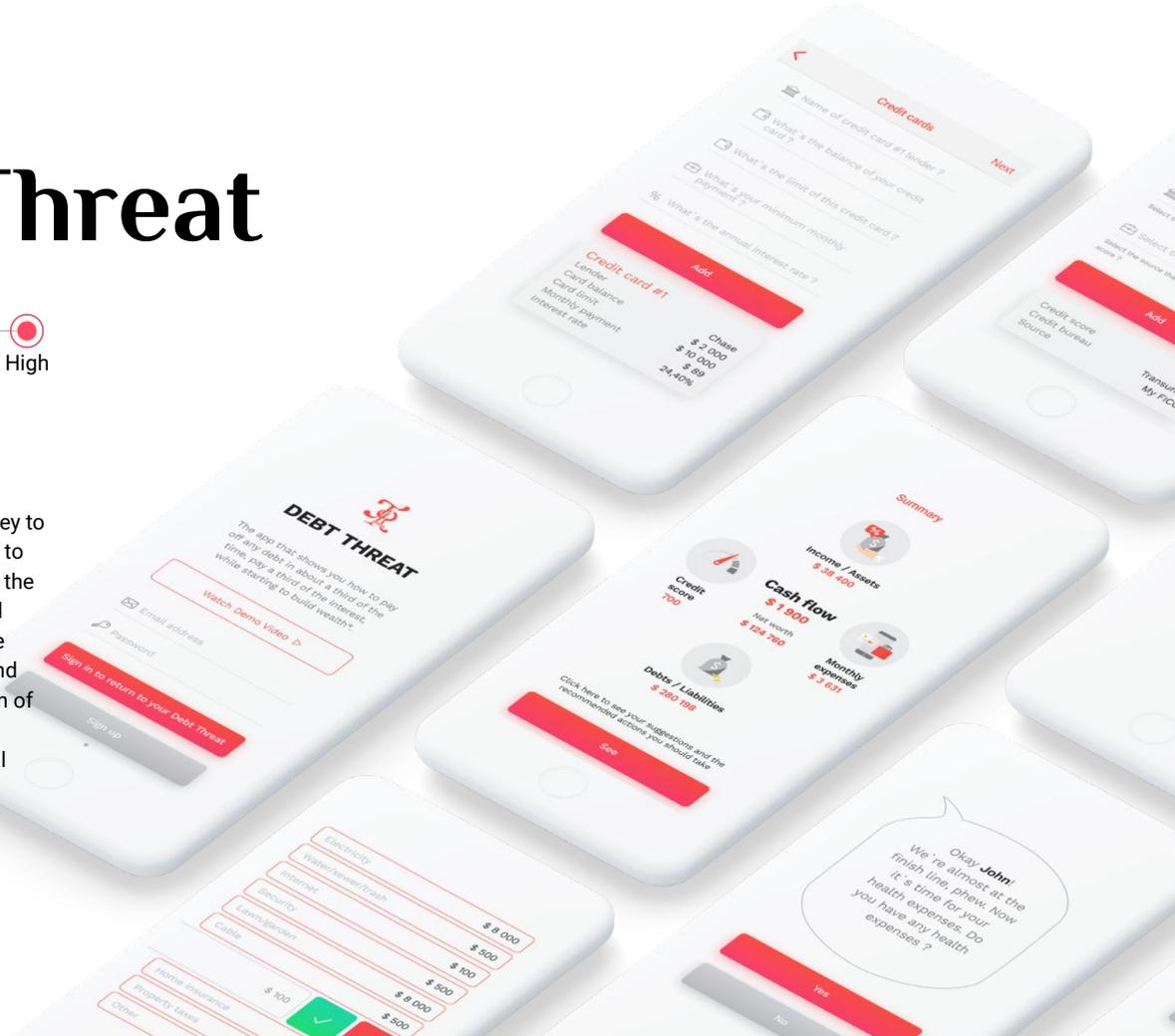
Technology:



A mobile application that helps you use your own money to pay off your debts as efficiently as possible, as well as to minimize expenses and make proper investments. For the full operation of the app, you need to sign up for a paid subscription. Without a subscription, you will only have access to statistics on the user's income, expenses, and debts. The application evaluates the financial condition of the user and offers the most suitable step-by-step instructions that will help pay off the debt with minimal time and financial costs.

Development time: 4 months

#USA



Platforms:



Party Linkup

Difficulty:



Technology:



The mobile app allows you to create announcements about events, send invitations to people from the phone book and to all users of this platform. In turn, users can configure their profile to receive invitations to events by category, destination, and country. For more advanced features of the app, you can sign up for one of 2 subscriptions and become either a VIP client or a promoter.

Development time: 3 months

#USA



Platforms:



Shiny-soleil

Difficulty:



Technology:



Unity



C#



Ruby On
Rails



VueJS

A game based learning system designed for children of preschool and school age. It allows children to develop drawing skills, erudition, calculation, and learn new things in a playful way. The implemented system of motivating children through tickets and rewards for them allows to keep children interested in games.



Development time: 1 year

#Morocco



Platforms:



Sway Pay

Difficulty:



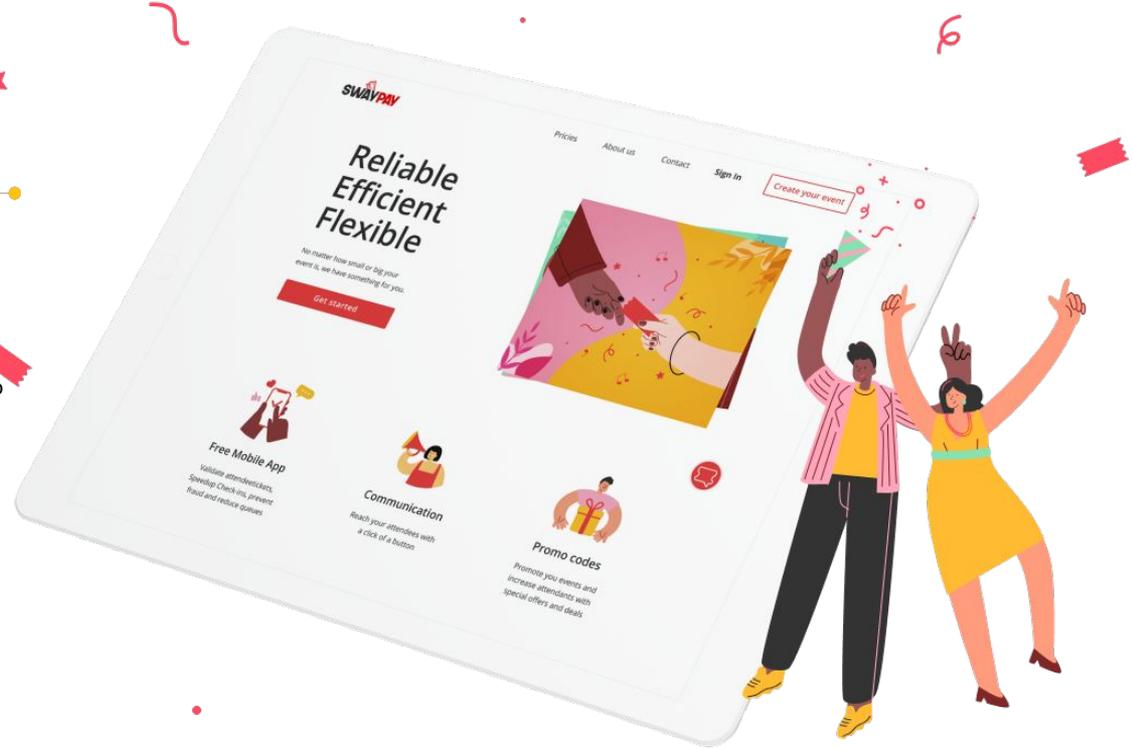
Technology:



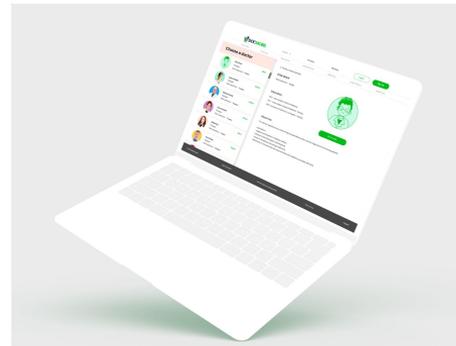
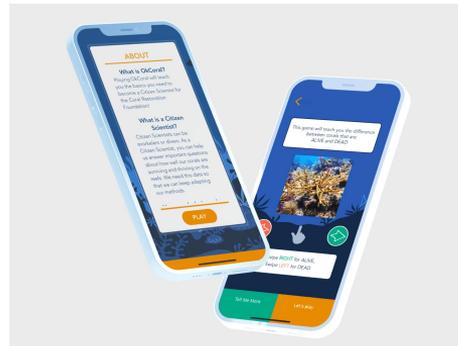
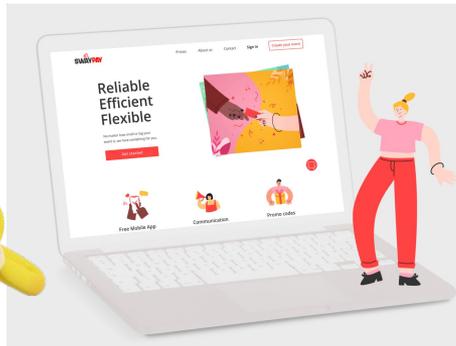
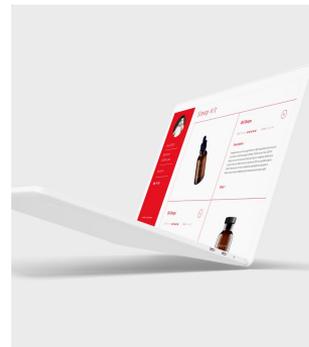
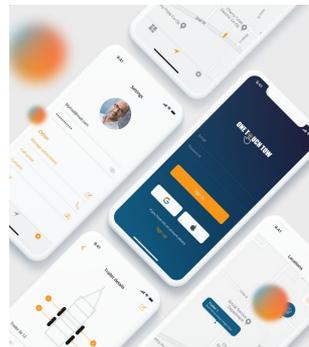
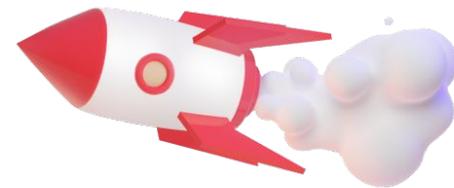
An unique paid web platform for businesses who want to organize online ticket sales for their various events, with the ability to scan and check the validity of purchased tickets through the mobile application of this platform.

Development time: 3 months

#Norway



Other Notable Projects



Contact us

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We hope for
fruitful collaboration

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