

Oskar Groth

Product Engineer & Founder with 15+ years of experience inventing, designing, and scaling software from concept to \$1.5M+ in revenue across macOS, web, and backend platforms.

Currently seeking to join a collaborative team to build intuitive, AI-powered products that solve real-world problems.

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Languages & Frameworks: TypeScript, React / Next.js, Swift, SwiftUI, AppKit, Metal, Objective-C, C++, Python, CSS

Infrastructure: Firebase, CloudKit, Supabase, AWS, Railway, Docker, Vercel, OpenAI Agents, Vercel AI SDK, Amplitude, Google Analytics, Sentry, Paddle

Tools: Claude Code, Codex, Gemini, ChatGPT, Cursor, VS Code, Xcode, Figma, Sketch, Rive

Domains & Specialties: macOS internals, full-stack development, AI platform architecture, UI/UX design, SaaS, product & growth strategy, AI-native workflows, reverse engineering

Projects

cindori.com – Company Platform

- Designed and built the company website in NextJS/React. Including product landing pages, a Paddle e-commerce store, MDX blog, and a support license manager.
- Built a backend in Firebase with a custom licensing and subscription system for order fulfilment and management.

Backdrop – Mac Wallpaper Engine

- Built a video wallpaper app in SwiftUI with a CloudKit community backend and a custom video encoder.
- Reverse-engineered the macOS wallpaper system to build the world's first support for custom macOS lock-screen video wallpapers.

Sensei – Mac Performance Tool

- Built a highly optimised performance monitor, disk cleaner and optimisation app in SwiftUI/AppKit.
- Built a helper app in SwiftUI that provided modular realtime performance monitoring for the menu bar.
- Reverse-engineered large parts of macOS to build features related to low-level hardware and custom UI.

VR Desktop – Mac Virtual Reality Desktop Environment

- Built a Virtual Reality desktop environment prototype app in SceneKit/Metal for the Oculus DK2 and HTC Vive.
- Enabled interaction with macOS in VR, including adding extra virtual screens that extended the desktop.

Experience

Sparkmint AB Stockholm / Remote, 2025 – Present **Founder & Product Engineer**

- Developing Mintly, an AI-powered accounting and automation platform for Swedish SMEs.
- Building a FastAPI, Postgres, and Supabase backend using OpenAI Agents and the Vercel AI SDK.
- Implementing event-driven accounting workflows and RAG pipelines for contextual financial insight.

Cindori AB Stockholm / Remote, 2013 – Present **Founder & Product Engineer**

- Founded and scaled an independent software studio delivering a portfolio of Mac apps used by millions worldwide.
- Generated over \$1.5m in revenue across multiple successful app products, with over 100k customers.
- Owned the full product lifecycle: ideation, UX/UI design, architecture, engineering, marketing, and support.
- Featured on MacWorld, 9to5Mac, MacRumors, and other prominent press outlets, as well as the Sketch [official blog](#).

Doer AB Stockholm, 2017 – 2018 **iOS Developer**

- Designed and developed an iOS app for AI-automated accounting for small businesses.
- Built a camera document scanner in Metal.
- Created a design system with automatic codegen that synchronised design changes from Sketch to Xcode.

Lunicore AB Lund, 2012 – 2013 **iOS Developer**

- Developing iOS apps and games for various companies using native app technologies

Education

Lund University Lund, 2010 – 2015 **Master of Science in Software Engineering**

- Courses in software engineering practices, OOP design patterns, hardware integration, interaction design, cognition, virtual reality, graphics, and iOS development
- Master's Thesis: [A Virtual Reality Desktop Environment for Mac OS X](#)