Readerly

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Table of contents

What I Built

Created a mindful PDF reading app for iOS focused on distraction-free reading experiences. Built with native Swift featuring ad-free interface, powerful PDF annotation tools, seamless organization, and eye strain reduction design. Successfully published on the App Store with emphasis on user-centric reading experience over monetization.

What I Learned

User experience trumps everything. Building an ad-free app in a market dominated by ad-supported readers taught me the value of prioritizing user experience over revenue models. iOS development with Swift deepened my understanding of native mobile performance, PDF rendering optimization, and designing for sustained reading sessions.

Also learned that solving personal pain points often creates the best products - this app emerged from my own frustration with cluttered PDF readers.

Achievement

Live on App Store - Successfully published and available for download

Project

Features: Ad-free reading, PDF annotation, progress tracking, eye strain reduction | **Platform:** iOS with native Swift