

ALEXANDER CURRAN

E - aml.curran@gmail.com W - www.amlcurran.co.uk

EXPERIENCE

Engineering Manager, The Body Coach — March 2022-Present

- › Engineering manager of the Get Moving team (mission was focused on user install to first 30 days).
- › Led project planning and delivery of multiple projects including Easy Start, In-app Motivational Messaging, and an A/B test on the paywall. Stepped in for Product Management when the role was vacated.
- › Implemented a reconfiguration of the existing separate Android and iOS teams into two cross-functional mission-based teams.
- › Line management of 4 engineers across Android and iOS.

Principal/Staff Engineer, Freetrade — October 2019-March 2022

- › Principal Engineer on the Discover and Insights team and Onboarding team.
- › Delivered multiple projects including SIPP accounts, EU onboarding, Freetrade Plus, and fractional trading.
- › Technical lead for frontend of the SIPPs project & EU onboarding, managing stakeholders, synchronising multiple teams' deliveries and communicating project progression.
- › Created a strategy for mobile in the company including training backend-focused engineers in mobile, and building a design system, and breaking down monolithic codebases.
- › Developed the interview and hiring strategy for mobile across six teams, increasing interaction between engineers and other departments, and assisting in project management.

Technical Lead/Principal Engineer/Engineering Manager, Novoda — March 2016-October 2019

Software Craftsman, Novoda — March 2015-March 2016

- › Technical Lead & Principle Engineer for iOS, Android, and dual-platform projects with clients including ImmobilienScout24, AutoScout24, myBlu, and Oetker Digital.
- › Responsible for promoting multi-platform development in the company, including a fully multi-platform project delivered, and up-skilling multiple developers to become proficient in other platforms.
- › Trained client and company developers to practise clean code, testing, and refactoring.
- › Line manager for 6 developers, responsible for performance reviews and goal setting.
- › Mentored junior members of the team and the company to forward their careers.

Software Engineer, BBC — July 2014-March 2015

Junior Software Engineer, BBC — Aug 2013-July 2014

- › Worked on the Mobile Core Engineering team (included working with mobile iPlayer and iPlayer Radio).
- › Delivered Chromecast for BBC iPlayer and BBC Sport in collaboration with Google.
- › Worked multi-platform on iOS and Android in an agile environment.

Developer (self-employed) — 2009-present

- › Android and iOS app developer; mostly scientific or developer-focused apps.
- › Current project is a dual-platform app to make regularly giving to charity easier.
- › Active open-source projects available on [Github](https://github.com), apps on [Google Play](https://play.google.com/store/apps).

SKILLS AND TECHNICAL INTERESTS

- › Excellent knowledge of Java, Objective-C, Swift, and Kotlin.
- › Proficient with many third party technologies (e.g. Firebase), A/B testing mechanisms and theory
- › Good knowledge of TypeScript; working knowledge of Javascript, React, Node.js, and Flutter.
- › 12 years experience of Android development; 10 years of iOS.
- › 10 years experience with software best practices & TDD; confident with unit testing and integration testing.
- › Knowledge of functional programming and its applications in Reactive Extensions on Java and Swift.
- › Keen interest in unified mobile development, including code transpilation and mixed platform pairing.
- › Advocate for agile practices, having completed courses on agile, run retrospectives, and facilitated sprint ceremonies. Experience in business analysis, project management and planning, and ensuring a good development workflow.
- › Responsible for client relations as part of the team, including stakeholder management and ensuring the development team has all they require to deliver a high-quality product.

EDUCATION

University of Oxford — 2009-2013

- › First Class degree, Chemistry (Masters), Masters year on computational chemical analysis.

The College of Richard Collyer — 2007-2009

ACTIVITIES

Presentations and demos

- › Enjoy talking about code craftsmanship, including talks at meet-ups and conferences (including Swift.berlin, Droidcon Paris). Ran the tutorial session “Spring cleaning your app” at [RWDevCon 2018](#) and a talk about Real-time Apps at NSSpain 2021.
- › Mentor and facilitator as part of Codebar Berlin and London which supports underrepresented people getting into programming.
- › Frequently present internal presentations and run internal katas about clean code topics and new technologies. Keen blogger around code smells and refactoring.

Recreational activities

- › Keen cook, baker, and mixologist.
- › Attending live music and festivals, particularly around indie or folk music.
- › Interested in arts and crafts, such as pottery, soap-making, and calligraphy.