

Video Introduction Script Opening

Opening

Hi, I'm James Wilson, and I'm based in London. I have a First Class Honours degree in Computer Science from Imperial College London, and I've been building mobile applications for over 10 years. For me, mobile development isn't just about writing code—it's about creating experiences that millions of people use every single day.

Recent Experience

Most recently, I've been a Principal iOS Engineer at Revolut, where I architect the banking app that serves over 40 million users across 38 countries. In this role, I lead a team of 12 iOS engineers, implement modular architecture patterns, and ensure our app meets the highest standards for security and performance in the fintech space.

Leadership Philosophy

My leadership style is pragmatic and quality-focused. I believe in setting high technical standards while being flexible about how we achieve them. I've learned that code reviews and architecture discussions are where the most valuable knowledge transfer happens—so I make sure to stay deeply involved in the technical details.

Problem-Solving Approach

What distinguishes me is my obsession with user experience. I always keep in mind that we're building for real people who expect their banking app to be fast, reliable, and intuitive. At Deliveroo, I reduced our app crash rate by 67% through systematic performance optimization—because even a single crash can mean a lost customer.

Full-Stack Mobile Experience

I've worked across the entire mobile development lifecycle: from product requirements and UX design collaboration, through native iOS development and cross-platform solutions, to App Store releases and production monitoring. My experience spans native Swift development, React Native for cross-platform needs, and everything in between.

I believe strongly that both code quality and user experience are non-negotiable. Good architecture enables great features, and comprehensive testing ensures reliability.

Technical Expertise

Over the past five years, I've primarily worked with Swift and SwiftUI for iOS development, but I'm also experienced with Kotlin for Android and TypeScript for React Native. I choose the best approach for each project—sometimes native is essential, sometimes cross-platform makes more sense.

But my real passion is mobile architecture. I love solving challenges like: How do we structure this app for scale? How do we handle offline functionality? How do we optimize

battery usage and performance? These architectural decisions make or break the user experience.

Personal Interests

Outside of work, I contribute to iOS open-source projects and stay current with Apple's latest technologies. I'm also passionate about football and photography, and I enjoy exploring electronic music production as a creative hobby.

Closing

You can find my open-source contributions and side projects on my GitHub, which I've linked in my application. I'd be delighted to discuss any questions about mobile development or my experience building apps at scale.