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I have been a software engineer since the early 2000s, specialising in Apple's mobile ecosystem since 2008. I have lead mobile teams in Germany, Prague, London, and Sydney. The apps I've been involved with have been downloaded millions of times and won awards from Apple. I have expertise in all areas of the development cycle, and have built great apps and teams, that deliver excellent products for customers and businesses. Below is a snapshot of some of the roles I am most proud of from the past ten years.

MOBILE TECHNICAL LEAD, QANTAS, SYDNEY, AU - PRESENT

At Qantas I am a technical lead working on Qantas Money. I am responsible for the technical design of the mobile and web solutions, and regularly provide advice to the business and product teams. As well as the engineering side I am also responsible for mentoring my junior colleagues, and shaping the teams approach to development. I am often involved with new initiatives in the planning and strategy phases, as well as being involved in security audits. Part of my responsibilities involve collaborating with all of the different teams around Qantas.

- Directly responsible for a mobile team of around six developers, but I am regularly involved in the affairs of other teams around the business.

- Introduced test driven development practices to my team and guided them on the journey.

- Implemented a continuous integration system that manages the releases of multiple products across the whole of Qantas.

- Introduced an architecture and methodology to the development teams so that things would be more consistent and maintainable, especially when onboarding new colleagues..

- Helped to get get back on track a re-platforming initiative that was significantly overrunning. I accomplished this by being pragmatic, getting clear requirements, and setting realistic expectations.

- Having designed and analysed a new business critical initiative with an external partner, I have recently delivered it on time.

TECHNICAL LEAD, TABCORP, SYDNEY, AU

At Tabcorp I worked in the wagering space. I was the lead developer of two squads of about 15 developers. My duties included designing technical solutions, and managing the software engineering processes of my team.

- Increased app rating from 2.4 to 4.6

- Introduced test driven development practices to my team to improve quality and reduce the necessity for manual QA testing

- Designed and implemented a continuous integration system so that releases could be made more robust, reliable, and frequent.

- Removed proprietary dependencies and simplified the application architecture. This allowed faster delivery in the medium to long term.

- Managed multiple initiatives, across multiple squads at the same time that were critical.

- Liaised with the product teams to try and create great customer focussed experiences that utilised cutting edge mobile technology.

PRINCIPAL MOBILE DEVELOPER, SKY TV, LONDON, UK

At Sky I worked on all of the flagship products including Sky Q, Sky Go and NOW TV. I was regularly moved between teams to help stabilise those that were lacking experienced developers. Part of this involved taking a leadership role whenever I joined a new team. One of my roles at Sky was being in charge of the technical aspects of a squad of 30 cross disciplinary engineers. These included mobile, web and console developers, as well as collaborating with all of the product team.

- One of my major achievements at Sky was creating a video advertising framework in Swift that is used across all of Sky's mobile applications to show advertising.

- Worked on a major project to modernise the Sky Go codebase and move to the Swift programming language.

- Combined the Sky Go and Sky Q projects into a single codebase.

- Internationalised the shared Sky Q and Go codebases, and released both applications across multiple countries. This was done to very tight deadlines with shifting requirements and uncertainty.

- Created custom tools, and continuous integration systems to automate the builds of the various international configurations of Sky Q and Sky Go.

- All of the above were happening simultaneously and I helped to achieve them over the course of a year.

LEAD MOBILE DEVELOPER, NOVASTONE MEDIA, LONDON, UK

Worked in a small, agile team to create a secure MQTT messaging application for a fintech startup. I was hired to deliver a working app urgently for them after previous attempts had failed.

- The app was developed using C, Objective-C and Swift programming languages and utilised Core Data heavily. We produced an entire system including the backend in less than six months.

- I took a project that had previously failed twice (due to complexity) and created a complete product that is now being used on premise by multiple banks and wealth management firms.

- The app was penetration tested by the same company that works with GCHQ and passed first time.

- I set up a continuous integration system using Xcode Server, created unit tests and produced weekly updates while maintaining quality.

LEAD MOBILE DEVELOPER, MINEUS GMBH, PRAGUE, CZECH REPUBLIC / GERMANY

I had responsibility for coding apps and leading a team to deliver products that are used by millions of people for G+J, the largest publisher in Europe. The products were developed from the ground up using TDD and agile methodologies.

- I was responsible for the development and lead of multiple apps from conception to submitted products. The applications are used by over 20 million people.

- I managed an iOS and Android team of 14 people, helping with technical and day to day issues.

- My apps were featured by Apple and won awards. For example, Tagesspiegel won Apple's best in category award. It was also the first app in Germany to incorporate newsstand. We were featured by Apple on the launch of iOS 5 in recognition of this.

- I liaised with clients to understand their requirements and formulated these into deliverable features..

- I set up a complex continuous integration system using Jenkins, to automate testing and builds.

- I created a working library for use at G+J to deliver adverts (similar to ad mob) after previous developers had failed.

Other work and interests

I enjoy making games, and creative coding. Some of these are available on the iOS App Store. I've also recently been working with the Smithsonian museum in New York to maintain some of their digital acquisitions. I'm an avid reader, play classical guitar, and I'm writing a book on software architecture.

I have contributed my free time and skills to work for a children's heart surgery charity that helps children get surgery in Afghanistan.

Other work experience includes Mobile Banking for Barclay's Bank, backend development for Sony, and Gremlin as a games developer!

I also regularly go to software engineering conferences, including Apple's WWDC.

Education

University of Sheffield, UK – MEng Software Engineering, 2003

University of Sheffield, UK – PhD Electrical/Software Engineering, 2006

Technical skills

Most proficient
Swift, Objective C, and Cocoa APIs (iOS and MacOS) using agile methodologies such as Scrum, test-driven development and continuous integration.

Experience with (used for real projects)
C, C++, Python, PHP, Java, Pascal, Tomcat, HTML/CSS, JavaScript, Haskell, VHDL, MySQL, CouchDB, Apache, Linux/Unix, Unity, Realm DB.

Source control (Git, CVS, SVN, Mercurial), unit testing and TDD, SOAP, REST, integrating payment solutions, integrating advert SDKs, Amazon Web Services, universal applications and hybrid applications.

References

Available on request.