

Kevin Fielding

PLATFORM
MOBILE
WEB }

Employment

February 2024 – Present

Principal Engineer, Technical Staff – Rabbit R1

- Lead numerous projects across different silos in the company, define handshakes for those features and oversee them as they come to completion and release.
- Meet with my team individually for 1v1's, documented goals and frustrations and mentored them on paths forward.
- Introduced a complex state solution across the app in Flutter and Kotlin using BLoC. Documented examples and educated the rest of the team on how to follow the pattern.
- Created a local storage encrypted database solution that worked across our web testing harnesses and our local on-device dev.
- Interviewed, hired and spun up new engineers as we rapidly expanded from infantile startup to one with a launched product. Always creating/updating onboarding docs.
- Used Shorebird to deploy live minor patches to the product without the need of a major OTA update.
- Implemented and always adding testing (E2E, goldens, unit testing and widget testing).
- Created and maintaining our CI via GitHub Actions. Allowing for flexibility in builds so any engineer company wide can create builds specifically for them/pointed to distinct endpoints.

May 2017 – April 2023

Principal Software Engineer – Lumos Labs

- Lead engineering teams through architecture and feature work on the Lumosity flagship apps both iOS and Android (Swift and Kotlin) as we transitioned them to Flutter (Dart).
- Architect and refactor work on the games layer in the Lumosity user-facing app suite using Unity, Cocos2D, JS.
- Writing networking layers, GraphQL queries/mutations and using our legacy REST APIs regularly.
- Setup and maintain CI dev and release jobs in Gitlab CI (custom runners), Bitrise CI and Circle CI. Ensure automated deployment to App Store Connect and Google Play Console.
- Interview potential new hires and provide feedback.
- Automate unit testing and screenshot systems using Firebase Test Lab and linking it into Gitlab CI pipelines.
- Frequently deploy apps to production on Google Play Console and App Store Connect.
- Write AWS Lambda and Firebase Cloud Functions to process, organize and move user and app data.

April 2014 – April 2017

Head of Engineering – PonoMusic

- Maintain an ever-growing audio metadata library via AWS DynamoDB (NoSQL) and Aurora (MySQL) synced with CloudSearch and sourced from DDEX and CSV feeds.
- Cost and manage both contract and in-house development efforts for new projects on our mobile players and web.
- Design UI and develop the OS for the PonoPlayer (built on AOSP) as well as mobile and desktop music management software (C++, Swift).

August 2011 – April 2014

Senior Software Engineer – Zynga

- Cost projects and assign phases to team members with matching skillsets.
- Perform technical interviews for engineering candidates both on-site and over the phone.

Address: 432 N Commonwealth Ave
Los Angeles, CA

Email: kvnflrng@gmail.com

Phone: 415.967.8210

Website: kevinfielding.ca

Skills

Languages

- Dart
- Kotlin
- JS and TypeScript
- Java
- Swift
- C#
- Objective-C
- C++
- Python
- Perl
- Bash
- HTML5
- CSS

Libraries / Platforms

- Flutter
- Android & Jetpack Compose
- iOS & SwiftUI
- React Native
- AWS
- Docker
- Firebase
- GraphQL
- Unity
- AOSP
- Google Cloud Platform
- Heroku
- Node.js
- Backbone
- Handlebars
- SASS and LESS
- Salesforce

Education

University of Western Ontario

- Bachelor of Science – 2011
(Honors Specialization)

Major: Computer Science
Minors: Game Design, Music