Kevin Fielding

PLATFORM
MOBILE
WEB

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Employment

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, HTML5 and Javacsript.
· Writing networking layers, GraphQL queries/mutations and using our legacy REST APIs regularly.
· Setup and maintain CI development 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 to rest of team and HR.
· 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, web and desktop.
· Interview and hire all members of dev and QA team.
· Design UI and develop the OS for the PonoPlayer (built on Android) as well as mobile and desktop music management software (C++, Swift).
· Manage and deploy production site (iTunes-esque storefront and community) built on Salesforce using Node.js, Handlebars, Grunt, SASS and Apex.

August 2011 – April 2014
Senior Software Engineer – Zynga

· Architect frameworks for large features in PHP, JS, Java, Objective-C and AS3.
· Cost projects and assign phases to team members with matching skillsets.
· Perform technical interviews for engineering candidates both on-site and over the phone.

March 2010 – July 2011
Software Engineer – ITS eLearning

· Program games and learning activities daily via AS3, Flex 4, PHP, JS and HTML5.

Skills

Languages
· Dart
· Kotlin
· Java
· Swift
· C#
· Objective-C
· C++
· Javascript
· Python
· Perl
· Bash
· HTML5
· CSS
· Apex

Libraries / Platforms
· Flutter
· Android
· iOS and OS X
· React Native
· AWS
· Firebase
· GraphQL
· Unity
· Google Cloud Platform
· Heroku
· Node.js
· Backbone
· Handlebars
· SASS
· LESS
· Salesforce

Education

University of Western Ontario

· Bachelor of Science – 2011 (Honors Specialization)

Major: Computer Science
Minors: Game Design, Music