

# Kevin Fielding

SOFTWARE  
GAMES  
MUSIC }

## 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 Javascript.
- 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.

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## 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