

Kevin Fielding

PLATFORM
MOBILE
AI }

Employment

August 2025 – Present

Engineering Manager – Skims

- Lead numerous projects across different silos in the company, define TRDs and PRDs for those initiatives and oversee them as they come to completion and release.
- Meet regularly with my direct reports to strategize growth, goals, micro-learning, support and overall happiness at the company.
- Meet with senior leadership about company direction, strategize AI-use, and plan roadmap for Product and Engineering.
- Lead a bandwidth-saving project across the company resulting in ~75% AWS cost
- Defined a more robust branching and release strategy, fortified our CI so that releases are stressfree and match more closely how devs work locally.
- Interview, hire and spin up new engineers, ensure maintenance of onboarding documentation and challenge sr. engineers to mentor new hires.
- Enforce a testing coverage mandate and system that reports back to PRs and slack which has reduced our error rate in prod significantly.
- Lead a hackathon focused on the intersection of AI and e-commerce, helped teams plan, scope and implement ideas. Sat on panel with C-staff.

February 2024 – June 2025

Principal Engineer, Technical Staff – Rabbit R1/AI

- Farm out voice queries to multiple LLMs (ChatGPT 4.0 & 3.5, Perplexity, Claude and Gemini), manage system that awards accuracy and returns most correct response, remembers user behavior and preferences.
- Lead numerous projects across different silos in the company, define handshakes for those features and oversee them as they come to completion and release.
- Introduced a 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 framework to present AI-generated UI to the user via a combination of Flutter native components and webviews.
- 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.

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 unit and golden test success before deployment to App Store Connect and Google Play Console.
- Interview potential new hires and provide feedback.
- 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 in C++.

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.

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Skills

Languages

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

Libraries / Platforms

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

Education

University of Western Ontario

- Bachelor of Science – 2011
(Honors Specialization)

Major: Computer Science
Minors: Game Design, Music