

# Kevin Fielding

PLATFORM  
MOBILE  
AI }

## Employment

February 2024 – Present

### Principal Engineer, Technical Staff - Rabbit R1/AI

- Farm out voice queries to multiple LLMs (ChatGPT 4.o & 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.
- Meet with my team individually for 1v1's, document goals and frustrations and mentore 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 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. Constantly creating/updating onboarding docs.
- 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 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