

Ryan Lons

16yrs industry experience in iOS and web development

Engineering Leader | Principal iOS Developer | Transitioning to Engineering Management

✉ lonsrb@gmail.com

🔗 LinkedIn

📍 Remote
from Charleston, SC

COMPETENCIES

Leadership & People:

Mentorship & Coaching
Cross-Functional Collaboration
Developer experience
Remote team collaboration
Team Building & Hiring

Engineering Strategy:

Software architecture
Technical project management
Mobile application development
Application security
AI-Assisted Development

Technical Proficiency:

Mobile & web development
Analytics analysis
UI/UX design
CI/CD

TECHNICAL SKILLS

Swift, SwiftUI, Objective-C
Ruby, Python
Web Frontend Languages
JIRA, Confluence, Git
Automated testing
Machine Learning / Data Science
(taking courses)
AI / LLM's prompting
(scripting and prompting)

EDUCATION

High School Valedictorian
BS Computer Science
Minor in Mathematics
Wake Forest University, May 07
Dean's List & Honor Society

SPOKEN LANGUAGES

English *Native speaker*
Spanish *Conversational*
Japanese *Rusty, was better*
French *Street survivable*
Italian *Street survivable*

PERSONAL INTERESTS

Father of 3
Hiking & Freediving
Health & Nutrition
Recreational sailboat captain
Fixing said sailboat
Photography & Videography
Martial Arts, Acrobatics, Parkour

Experience ("recent" listed)

iOS Architect at Charles Schwab

February 2023 - Present

Charles Schwab offers investment products and services, eg: brokerage and retirement accounts, online trading

Leadership & People Management:

- Mentored junior/mid-level developers, improving team code quality and documentation.
- Led a cross-functional iOS/Android team in building a new "demo" version of the Thinkorswim app, collaborating with Product, Design, and Backend teams.
- Initiated and led a developer experience survey, analyzing results and implementing team-wide improvements.

Strategic & Business Impact:

- Drove architectural improvements in a 15-year-old legacy codebase, leading refactoring and documentation efforts across.
- Championed data-driven decision-making, re-establishing analytics pipelines to guide product improvements.
- Led multi-team efforts across Engineering, Design, Product, and QA to improve cross-functional delivery and coordination.
- Responsible for coordinating iOS app's "application security" adherence strategy.

Lead iOS Developer at Stitch Fix

August 2020 - January 2023

StitchFix is an online personalized styling retail service

Leadership & People Management:

- Managed cross-team initiatives, such as implementing strikethrough pricing throughout the iOS application.
- Contributed to hiring efforts, including screening candidates and participating in hiring decisions for iOS engineers.

Process & Engineering Improvements:

- Owned checkout and return workflow improvements, enhancing user experience and reducing errors.
- Led multiple large-scale refactors of mission-critical workflows, improving performance and maintainability.

Product Innovation/ Mobile Lead at Uplift Inc

June 2019 - April 2020

Uplift was a travel fintech company providing short term consumer loans

- Brought on to help create a product innovation team leading mobile efforts
- Led a small team of mobile devs creating prototype apps for further vetting
- Technically assisted team by learning AWS, writing Python, JS, Swift & Java

Lead iOS Developer/Architect at Pinn

October 2018 - May 2019

Pinn was a small startup providing biometric & PKI authentication frameworks for partner apps

- Lead iOS Developer, owned iOS architecture, product & design. Advised android
- Built company's prototype biometric identification framework

Lead iOS Developer at Under Armour

March 2016 - Feb 2018

UA's connected fitness division handled it's digital assets including MyFitnessPal & UA Run

- Architected and built iOS frameworks for UA apps
- Frameworks included: authentication/SSO, notifications, rollouts, data sync
- Worked with UA Run, MyFitnessPal, and UA Shop to facilitate integrations
- Deployed code to ~100 million users, needed to be bulletproof and quickly fixable

iOS Developer at TopTal

October 2014 - September 2018

TopTal is an exclusive network of the top 3% of software devs in the world

- Architected and spec-ed apps for implementation by third parties
- All contacts were remote in nature with clients in multiple countries
- Worked on poorly implemented legacy projects to bring them up to a proper architecture to allow new feature development

Cofounder & CEO of Wersda LLC

October 2012 - March 2016

Wersda was a very small, bootstrapped startup for location navigation software for grocery stores

- Architected, designed and built the API, website, iOS and Android apps
- Managed product requirements and design. Set expectations for team members
- Fought hard to keep the product on track and keep the Minimum Viable Product clean
- Performed user experience testing and rapid prototyping to iterate and test different UI/UX
- Wrote an "indoor navigation" engine with javascript for vector based rendering