

Analytical and Detail-Oriented Android & Flutter Developer with a proven track record in developing robust mobile applications and leading significant projects. Excels in dynamic environments, leveraging a strong background in multiple programming languages and frameworks. Known for excellent problem-solving skills and the ability to explain complex technical concepts to non-technical audiences. A unique career break in the circus world has instilled a resilient, "show must go on" work ethic, fostering a proactive approach to problem-solving, project ownership, and continuous learning.

Experience

Rascal Ventures, Edinburgh - Hybrid Remote Senior Mobile Developer

August 2022 - Present

- Led the development of two major projects, including a web app for a charity and a health-focused social app, using Flutter and extensive AWS services.
- Developed and implemented robust test environments for both Flutter applications, enhancing product reliability.

Professional Development:

- Acquired Python skills for scripting and AWS service provisioning using Pulumi.
- Mastered GraphQL, integrating it with AWS Amplify and AppSync.
- Authored AppSync resolvers in Python and VTL, provisioned via Pulumi.

Education and Support:

- Provided expert coaching to junior developers in Flutter and Android development, emphasizing SOLID and DRY principles.
- Offered daily support to junior developers, enhancing their problem-solving skills and productivity.
- Acted as the go-to person for post-development product queries, ensuring ongoing support.
- Assisted domain experts in converting their knowledge into JSON schemas and structures.
- Authored educational blog posts on artificial intelligence, elevating the technical understanding of non-technical staff.
- Contributed technical insights to funding and grant applications, aiding in the company's growth.

AWS and CI/CD:

- Provisioned AWS services (Cognito, AppSync, S3, DynamoDB, Lambda, EventBridge, SQS, Pinpoint, CloudWatch) using Pulumi in Python.
 - Managed CI/CD pipelines via GitHub Actions and Codemagic, optimizing the app publishing workflow.
 - Oversaw the publication of a new app on the Apple App Store and Google Play Store, handling storefronts, images, copy, metadata, policies, and reviewer test accounts.
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TruCorp Ltd. NI – Remote Android Developer

September 2020 – August 2022

- Added remote video learning into existing apps using Agora.
- Implemented Bluetooth Low Energy communications into medical apps for displaying CPR performance.
- Created an internal fitness app for the company in Flutter, using Firebase.
- Updated and significantly refactored current apps to better structures and architectures, including keeping up to date with changing permissions in new Android versions.
- Project lead on new Flutter app for a new physical product with Bluetooth Low Energy integration.
- Working toward a more comprehensive test framework for the new Flutter apps, starting with integration testing.
- Ported a medical monitor simulation module from Kotlin/Swift to C# in Unity as a proof of concept for

moving toward 3D & VR environments

- Learnt Android Jetpack Compose assessing its viability for production use.
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Helix Labs, Newcastle

Android Developer

April 2020 – September 2020

Folded into TruCorp

- Ported a simulated ventilator app from Swift to Kotlin, writing the XML layouts, the code to run them in MVVM and changing some parts to Material Design.
 - Responsible for upkeep of the Android side of the app, fixing bugs, porting of Java code to Kotlin, adding new features and keeping it up to date with the iOS side.
 - Created the Android side of a new train management app for debugging train switches, routers and other wifi equipment. This integrated Google maps, API access and realtime websocket data access.
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Freelance, Bristol

Android & Flutter Developer

2019 – April 2020

- Contracted to develop a Flutter prototype of a car wash app in a month.
 - Lead Developer for a Flutter business app for the gig economy for a local startup venture
 - Developed a cross platform Flutter app for juggling simulation, released on both the Apple store and Google Play Store.
 - 5 Juggling/Object Manipulation apps developed and released on Google Play Store, Native Android.
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Freelance Circus Performer, UK & Worldwide

June 2011 – March 2020

- Pursued a professional career in circus arts and teaching, which allowed me to travel the world.
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Edina, Edinburgh

Junior Software Engineer

2006 - 2008

- Coding Netbeans in Java – Making GIS web 'widgets'.
 - Addition of critical logging and security code to existing web applications to comply with strict licensing agreements of the Ordnance Survey GIS data being served.
 - Writing and maintaining unit tests for this software for CI/CD.
 - Crafting SQL queries to monitor users usage of mapping data.
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Education

Bsc Computer Science and Artificial Intelligence – 2:1

University of Edinburgh | 2005

Fda Contemporary Performance and Physical Theatre

Circomedia – attached to Bath Spa University | 2010

Technical Skills

- Made reactive apps using RxJava/RxKotlin, Websockets, API interfaces using Volley and Retrofit.
- Worked with Google Nearby, and with internet websocket based communications like PubNub and Ably.
- Worked with app DB libraries on native Android: Realm and on Flutter: Sembast, Moor, SQLite.
- Used SharedPreferences, Secure Shared Preferences and Hive in Flutter.
- Familiar with Material Design principles and accessibility constraints for mobile apps.
- Familiar with the differences in both UI components between iOS and Android and their implementation of various phone specific functionality, like storage, wifi state, back navigation and BLE.
- Have used Riverpods and just vanilla state management extensively for Flutter. Have used GetIt and

Riverpods for DI in Flutter.

- Integrated apps with Firebase and Google cloud services. Including Google maps, Calendar, Firestore, storage, cloud functions, auth, notifications and Gmail.
 - Written and deployed Google Cloud functions on Node.js on Firebase, including Express.js functions.
 - I use Git, GitLab and GitHub daily. Written Gitlab pipelines in yaml. I have a small amount of experience with Fastlane.
 - Familiar with both the Google Play Store submission process and the Apple App Connect submission procedures. I have deployed multiple apps on the Google Play Store and the iOS App Store. For both, manually, (via Xcode for iOS) and via CodeMagic.
 - Created Platform channels for testing Kotlin Multiplatform as a way to make a single codebase instead of two separate native codebases.
 - Experienced with a lot of different issue tracking software and styles: JIRA, ClickUp and GitLab.
 - Experienced with Unix and Linux including basic Linux Administration.
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References available on request.