Shawn Frank

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I'm a Brisbane based iOS engineer specializing in building bespoke apps that deliver exceptional user experiences.

SKILLS

Primary Languages: Swift, SwiftUI, Objective C
Concepts: Object Oriented Programming, MVC, MVVM, SOLID
Tools: Xcode, Git, CocoaPods, SPM, Figma, JIRA
Hands on: UIKit, CoreData, Combine, FileManager, XCTest, StoreKit, AVFoundation, CoreLocation, CarPlay
3rd Party: FireBase, AWS SDKs, RXSwift, AlamoFire, Google Maps, Google Places, MindBody, MX.com, Stripe
Other skills: Product / Project Management, Presentation, Communication, Requirement Analysis, User Experience

EXPERIENCE

iOS Engineer   April 2023 – present
Nine   *Brisbane, Australia*
- Developed the new Australian Financial Review iOS app in 2023 as part of a team of 5 engineers
- Developed the Good Food iOS app within a year in 2024 as part of a team of 4 engineers
- Averaged 6 PR reviews per sprint for 2 years with positive feedback from engineers and my EM
- Partnered with a QE to increase test coverage from 45% to 70% and cut CI build times by 50%
- Led key initiatives like transitioning to Combine from Rx and capturing meaningful app usage data
- Worked with Swift, SwiftUI, UIKit, Combine, CoreData, StoreKit, MapKit, and CoreLocation
- Focused on delivering high-quality, stable apps using tools like XCTest and WireMock
- Hands-on experience writing code to interact with REST and GraphQL APIs
- Third party integrations included Firebase, Qualtrics, Google Places, Piano and Snowplow analytics
- Hands-on with CI tools Fastlane and Bitrise as needed during sprints

iOS Engineer — Product Management — Freelance   2014 – 2023
Mindhyve   *Dubai, UAE*
- Developed native iOS apps for large enterprises & start-ups. More info here.
- Launched two indie iOS apps called PanoStory & Code Barakah
- Developed an iOS framework for a US based fin-tech startup which integrated AWS, VGS and MX.com
- Architected simple client-server systems tailored to the client's needs
- Analyzed business requirements and converted them to technical specifications
- Implemented experiential projects using technology like Kinect, Raspberry Pi & beacons to name a few
- Non tech tasks included creative ideation, discovery, pitching, and estimating timelines and costs
- Hired and led remote teams of 3–5 developers and designers to build bespoke digital solutions.

KEY PROJECTS

Australian Financial Review & Good Food | *Swift with SwiftUI and UIKit*   2023 – Present
- Worked in a team of 5 engineers to launch 2 greenfield iOS applications in 2 years
- Tech lead for features like auth, search, analytics, onboarding, and rich content rendering
- Built a venue discovery experience using Google Places API, MapKit, CoreLocation, and haptic feedback
- Developed accessible apps with light/dark mode, dynamic text scaling, and voice reader support
- Used the MVVM Interactor-Service pattern with protocols to write clean, reusable, and testable code
- Conducted technical spikes and analysis to explore new technologies, processes and programming paradigms

Shaman Pitch Presentations App | *Objective C, UX Design, Product Management*   2014 – 2020
- Developed an iPad application used by 2000+ users, including industry leaders such as Pfizer
- Built several custom components and interactions using UIKit's UICollectionView and UIGestureRecognizer
- Key iOS frameworks used were CoreData, Multipeer Connectivity, DispatchGroup, and NSFileManager
- Integrated REST APIs, GraphQL APIs, OAuth and web sockets using AFNetworking and SocketCluster
- Architected the initial system, an iOS client integrating with a Yii / MySQL powered backend via a REST API

Please visit https://github.com/shawn-frank to review some of my other iOS projects   —

EDUCATION

University of Wollongong   Dubai, UAE
Bachelor of Computer Science   *2007 – 2011*