

Shawn Frank

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I am a software engineer specializing in building bespoke iOS apps that deliver exceptional user experiences.

WORK EXPERIENCE

Software Engineer (native iOS)

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
- Collaborated with a QE to boost test coverage by 55% and reduce 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
- Exposure to CI tools Fastlane and Bitrise

iOS Developer

2014 – 2023

Freelance

Dubai, UAE

- Developed 15 native iOS apps for enterprises, startups, and advertising agencies
- Maintained a 4.9 / 5 rating across 26 Upwork jobs in app development, bug fixes, and consultation
- Built bespoke iOS apps for brands like Nespresso, Dunhill, IBM, Harman Kardon, and Jack Daniels
- Hired and led remote teams of up to 5 engineers and designers for large, multi-platform projects beyond iOS
- Developed an iOS framework for a US based fin-tech startup which integrated AWS, VGS and MX.com
- Contributed to system design and architecture for greenfield client-server initiatives
- Launched 3 indie iOS apps called PanoStory, Reliable Radio & Slash Coupons
- Developed immersive experiences using technologies like Kinect, Raspberry Pi, and beacons
- Exposure to requirement analysis, creative problem solving, pitching, scheduling, and budgeting

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

Shaman Pitch Presentations App | *Objective C & 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

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

EDUCATION

University of Wollongong

Bachelor of Computer Science

Dubai, UAE

2007 – 2011