

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

- Delivered Australian Financial Review iOS app in 2023 as part of a team of 5 engineers
- Delivered 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%
- Tech lead for features like auth, search, analytics, onboarding, and rich content rendering
- 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
- Some hands on experience of working CI tools Fastlane and Bitrise

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

Shaman Pitch Presentations App | *Objective C, UX Design, Product Management*

2014 – 2020

- Developed an iPad application as part of a sales tool used by 2000+ users
- Developed several custom UI components and UX interactions using UIKit
- Initially managed the back-end team and subsequently helped grow the team as the product received funding
- Key iOS frameworks used were CoreData, Multipeer Connectivity, AlamoFire, File Manager & GCD Local Server
- Worked with REST APIs, GraphQL, OAuth and Socket Cluster web sockets

First Class & More - Travel Deals App | *Swift, Product Management*

2017 – 2022

- Took over a Swift application that was developed by another programmer
- Fixed bugs, refactored the code base and developed several new features
- Led a remote team consisting of a project manager, designer, Android developer and a full stack developer
- Collaborated with the founder annually to plan and develop the app road map
- Worked with REST APIs, Firebase push notifications and Facebook pixel

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

EDUCATION

University of Wollongong

Bachelor of Computer Science

Dubai, UAE

2007 – 2011