

KIERAN STANDEVEN

Senior Mobile Engineer / Mobile Tech Lead

Gold Coast, Australia | 0423212771 | kieran.standeven@gmail.com | kieranstandeven.com | pinmasters.app

SUMMARY

Senior mobile engineer and technical lead with 15+ years building iOS, Android and cross-platform products across fintech, aviation, ecommerce, education, logistics and consumer apps. Deep native iOS background in Swift, SwiftUI, UIKit and Objective-C, supported by 4+ years of commercial Flutter/Dart experience. Known for modernising legacy codebases, designing pragmatic architectures, improving delivery pipelines, mentoring developers and shipping polished mobile experiences that balance engineering quality with product impact.

CORE EXPERTISE

Native iOS	Swift, SwiftUI, UIKit, Objective-C, MVVM, RxSwift, CocoaPods, legacy modernisation
Flutter & cross-platform	Dart, Riverpod, Freezed, Hive, Retrofit, Firebase, OneSignal, native platform integration
Architecture	Repository/provider patterns, feature-based architecture, design systems, clean boundaries, API/database layers
Quality & delivery	CI/CD, Bitrise, Jenkins, Appium, Cucumber, Mockito, unit/UI tests, code review, release pipelines
Leadership	Technical direction, mentoring, architecture guidance, sprint planning, retrospectives, velocity tracking
Broader engineering	Android/Compose, Ruby on Rails, JavaScript, Unity/C#, Mapbox, OpenStreetMap, QGIS

CAREER IMPACT

- Modern iOS migration:** Designed a SwiftUI-first development path over legacy UIKit/LayoutKit and Objective-C, using MVVM and repository/provider boundaries to let new features move forward without a risky full rewrite.
- Cross-platform strategies:** Evaluated and integrated Flutter into existing native iOS and Android apps, then created a scalable architecture for new logistics workflows and future app expansion.
- Design system renovations:** Led a major Material 3 refresh for QUT with light/dark mode, improved theming foundations, stronger component styling and better support for future tablet/UI growth.
- Commercial product uplift:** Contributed to Trade Me A/B tests and marketplace improvements, including an Afterpay search-results experiment that increased buyer conversion by 10%.
- Engineering maturity:** Introduced CI/CD, automated UI testing, Swift support, repeatable templates and review practices across mobile teams to lift consistency and maintainability.

LEADERSHIP & MENTORING

- Provide technical direction across native iOS, Flutter and hybrid codebases, with a focus on clear boundaries, pragmatic architecture and maintainable delivery.
- Mentor junior and intermediate developers through code reviews, pairing, architecture walkthroughs, test strategy, release practices and clear implementation patterns.
- Build team capability by turning one-off solutions into reusable templates, documentation, conventions and shared design patterns.
- Facilitate sprint planning, retrospectives, estimation and velocity tracking; previously represented an 8-person squad as Squad Master and helped keep workloads realistic.

PROFESSIONAL EXPERIENCE

Jumbo Interactive — Senior Mobile Developer (iOS / Android) | Dec 2024 - Present

- Primarily focused on iOS development, with occasional Android contributions across SwiftUI, UIKit, Objective-C, Gerrit and Android Compose.
- Designed and implemented a SwiftUI-first approach that interoperates with the existing LayoutKit/UIKit codebase, enabling modern feature development without blocking on a full replacement.
- Created MVVM, repository and provider foundations to separate new SwiftUI features from legacy infrastructure and give the iOS team repeatable patterns for future work.
- Helped transition iOS developers away from deprecated LayoutKit toward SwiftUI and cleaner, longer-term mobile architecture.

Queensland University of Technology (QUT) — Contract Mobile Developer (Flutter / iOS) | Jan 2023 - Dec 2024

- Delivered high-impact Flutter and iOS work across student experience, staff services and campus operations, including academic insights, library renewals, parking availability and live shuttle arrival times.
- Built a custom video player and contributed to secure digital student ID functionality that allowed phones to unlock supported doors and elevators on campus.
- Led a Material 3 redesign with light/dark mode, renovating colours, typography, spacing and component styling to create a more scalable design system.

- Worked effectively in a low-dependency codebase with custom presenter/feature architecture using Dart/Flutter, Swift, Firebase, Mockito and OneSignal.

CartonCloud — Mobile Technical Lead (iOS / Flutter) | Sep 2020 - Dec 2022

- Led mobile modernisation for warehouse and delivery apps used by operational teams to manage end-to-end product movement and delivery workflows.
- Established mobile build, test and release pipelines using Bitrise, later moving to Jenkins for more customised automated test execution.
- Introduced an Appium UI automation framework using Java 11, Cucumber and Page Object Model patterns, integrated into CI alongside app builds.
- Added Swift support to a legacy iOS codebase and created ViewModel/repository templates to make new work more consistent, readable and testable.
- Investigated, proved and then led Flutter integration into existing iOS/Android apps; designed a Riverpod, Freezed, Hive and Retrofit architecture that supported Bluetooth scanners, Firebase and analytics.
- Designed new mobile UI flows in XD and delivered key warehouse features including Scan Move workflows for product movement by phone scanning.

Trade Me — iOS Developer / Squad Master | Mar 2018 - Aug 2020

- Developed features for Trade Me's core marketplace iOS app, writing Swift/MVVM/RxSwift on top of a legacy Objective-C codebase and participating in rigorous Bitbucket code reviews.
- Shipped marketplace and seller features including store seller improvements and the Daily Deals section, supported by a Ruby on Rails internal management tool.
- Participated in A/B testing to reduce user friction; an Afterpay pricing experiment in search results increased buyer conversion by 10%.
- Nominated Squad Master by an 8-person team; facilitated planning and retrospectives, introduced 2-week sprint cadence and velocity tracking, and represented the team on delivery topics.

Air New Zealand — Senior Contract iOS Developer | Jul 2016 - Jul 2017

- Worked on a large, high-profile iOS codebase with strong automated testing, code review and continuous integration practices.
- Delivered in-app ratings and comments to create a direct feedback stream from users, plus multi-PAX boarding passes so groups could board using a single device.
- Contributed UI improvements, library maintenance and automated testing using Calabash/Ruby, Jenkins/Go CI, RestKit, CocoaPods and Crucible reviews.

Find My Time — Founder / Ruby on Rails Product Developer | Apr 2016 - Dec 2017

- Designed and built a responsive booking platform with Ruby on Rails, PostgreSQL, JavaScript and Heroku, covering SMS reminders, Stripe payments, customer management and revenue reporting.

EARLIER MOBILE EXPERIENCE

- **Motim Technologies / Geoop:** iOS developer on native consumer and enterprise apps including AR experiences with Vuforia, push notifications, analytics, GPS/job management and new mobile app foundations.
- **M-Com / Fiserv:** Mobile developer specialising in iOS with Android and web exposure; contributed to ANZ, Scotiabank and an NFC contactless payment proof of concept as sole developer.
- **Nuffie Productions / CricHQ:** Built iPhone cricket scoring features and graphical statistics libraries including 3D wagon wheels and bar graphs.
- **Zodal:** Early iOS and web developer during university, contributing to Air New Zealand mPass network layers, encrypted boarding-pass barcode pages and SQL database design.

INDEPENDENT APPS & PRODUCTS

- **Pin Masters:** Free iOS/Android golf GPS app and Golf Course operations tools built in Flutter with Riverpod, Hive, flutter_map, Mapbox, OpenStreetMap and QGIS data workflows; designed for fast, low-friction course distance measurement.
- **Games and creative apps:** Designed and released multiple iOS apps and games using Unity/C#, Cocos2d, Chipmunk, custom map tools, 3D modelling and artwork workflows.

EDUCATION

- Bachelor of Science, Computer Science - University of Canterbury, 2010
- Diploma of Multimedia - Natcoll Design Institute, 2006