

# Kyle Thomas

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Being a developer is far more than a career to me—it's a personal journey of addressing real-world challenges through innovative technology. I've dedicated over eight years to mobile development, including a pivotal year spent on my dissertation project during university. I've faced significant challenges along the way, such as stepping into a lead role within six months of graduating and working hand-in-hand with stakeholders to transform ideas into tangible products. Each application I've overseen and developed has been a chapter in my ongoing story of growth and passion for technology.

- **Crypto.com Main App**
- **LADbible Video** (Sole developer)
- **MyProtein**
- **LookFantastic**
- **Other THG brands including: Zavvi, PopInABox, AllSole,**
- **Wakelet**(Engineering Manager for both iOS and Android Applications)
- **Social Prescribing Software for the NHS**
- **Locum Rota System**

Outside of the office I try to keep myself sharp either by learning to work with new technology, most recently in the AI space, working with large language models and multi-agent architecture to develop a coding assistant.

I am highly organised and motivated, I take great pride in every piece of work I create. These attributes allow me to make sure every piece of code I produce is to the best of my capabilities. I understand how to communicate with clients to find out their needs and requirements while guaranteeing they feel confident with the end result.

## Skills

- Strong understanding of Apple libraries including UIKit, Security and CryptoKit
- Ability to communicate with stakeholders
- Knowledge of different programming architectures: MVVM, MVC, Viper
- Strong understanding of the development lifecycle from conceptualisation to release.
- Leadership and mentorship.

## **Technologies**

- Swift, SwiftUI, Objective C, Kotlin, Jetpack Compose, Java
- React/React-native, Javascript, NodeJs, Typescript, GraphQL
- HTML, CSS
- SQL, Realm, MongoDB, DynamoDB
- Python

## Experience

JANUARY 2023 – Present

### **Contractor / KMTComputing Ltd, Manchester •**

Upon leaving Crypto.com early 2023, I started my own software consultancy. We picked up a couple of contracts with the NHS and a medical technology company in the United states. Due to current projects coming to an end, I am open to new contracts or return to full time work.

- Architecting multiple applications both frontend and backend. Applications across iOS, Android and Web.
- Working with frontend technologies such as Swift, SwiftUI, Kotlin, Jetpack Compose and React
- Working with backend technologies written in nodejs using a serverless architecture in AWS.
- Working with clients to make sure the products being delivered were right for the user while being fit for purpose.

JANUARY 2022 – January 2023

### **Senior iOS Developer / Crypto.com, Manchester •**

I have been working at Crypto.com since January. Upon my arrival to the company I began working on a security project to verify client requests to the API. After working on this I was tasked with a couple of other developers to form a platform team. Within this team we have been working on the overall architecture of the application including Modularization.

- Working with a team of 5 engineers to re-architect and refactor the app.
- Running A/B Tests for our refactored code to mitigate risk
- Working with CryptoKit and the Apple Security framework
- Working with SwiftUI to rebuild certain views in the application

JANUARY 2021 – December 2021

### **Mobile Engineering Manager / Wakelet, Manchester •**

In January, I was promoted to engineering manager for the mobile team, This brought new challenges to my role which I have thoroughly enjoyed. I have 1:1's with my team twice a month to make sure any issues are surfaced as soon as possible. I act as a buffer between the team and the rest of the business, this allows the team to focus and have less distractions. I should add, this is by the engineers choice, I am very open about any business decisions.

- Looking after a team of 3 engineers, 1 iOS, 2 Android.
- Creating a react native proof of concept with a view to be used as part of a hybrid application
- Preparing weekly progress reports for the team.

- Communication with key stakeholders and externals.
- Interviewing prospective engineers.

JUNE 2020 – JANUARY 2021

## **Senior Mobile Developer / Wakelet, Manchester •**

Upon joining Wakelet I was immediately tasked with rewriting the iOS app in swift. The existing app was written in ObjectiveC by a sole developer and was in need of modernization. We undertook this project and completed it in around 4 months. I then began to work closely with the product and marketing team to come up with a plan on how we could gain some traction and improve retention on our mobile platform. My day to day involved

- Looking after a team of 3 engineers, 1 iOS, 2 Android.
- Creating a react native proof of concept with a view to be used as part of a hybrid application
- Communicating with other departments to ensure we were all aligned.
- Acting as scrum master, running retros, sprint planning and 3 amigos.
- Replacing the web experience with a fully native experience.
- Interviewing prospective engineers.

OCTOBER 2019 – JUNE 2020

## **Senior Apps Developer / The Hut Group, Manchester •**

During my time at The Hut Group I mentored a small team(1 Grad, 1 Mid) and we released the first set of white label applications which went smoothly. I acted as the lead of the project and communicated with different stakeholders throughout the company to ensure clarity and made sure nothing got lost in translation.

- Leading a team of engineers in creating a white label experience.
- Architecting solutions to problems in the ecommerce industry.
- Acting as scrum master, running retros, sprint planning and 3 amigos.
- Building and deploying multiple Ecommerce applications
- Replacing the web experience with a fully native experience. (React native)
- Interviewing prospective engineers.

JANUARY 2018 – OCTOBER 2019

## **Mobile Software Engineer / LADbible Group, Manchester**

- Building 2 new video platforms for iOS.
- Architecting one of said apps from the ground up.
- Working to recreate the existing editorial app in React Native
- Running Sprint planning meetings and retros
- Leading an presentations and demo to stakeholders and other members of the company • Conceptualising and implementing new features.
- Mentoring a junior iOS developer.

JUNE 2017 – JANUARY 2018

## **Junior Software Engineer / LADbible Group, Manchester •**

Working across two iOS applications and one web application

- Working in sprints in an agile scrum environment
- Running Sprint planning meetings and retros
- Conceptualising and building new features

DECEMBER 2016 – JUNE 2017

## **Website Maintenance / Bolton GP Federation •**

Maintaining a Wordpress site

- Design and create new pages on the site
- Communicating directly with client

## **Education**

2014-2017

### **Computer Science BSc / Bangor University, North Wales**

I achieved a 1<sup>st</sup> class degree in computer science from Bangor University. During my time there I gained time management skills, studied a large variety of modules and grew as an individual in many aspects.

## **Personal Project**

I work on multiple projects in my downtime. I developed and released a game called Bumper Blast for the iPhone in 8 days just before Christmas 2018. I created an IOS application for my 3rd year dissertation project at university. The application was created in

Swift 3. I also developed the back end including the database and the API. The API was created using PHP and the database was implemented using MySQL. More information is available upon request.

## **Activities**

I am a keen musician, spending time making music with my band is one of my main hobbies. We perform around the Manchester area and are currently working on our first Studio EP