



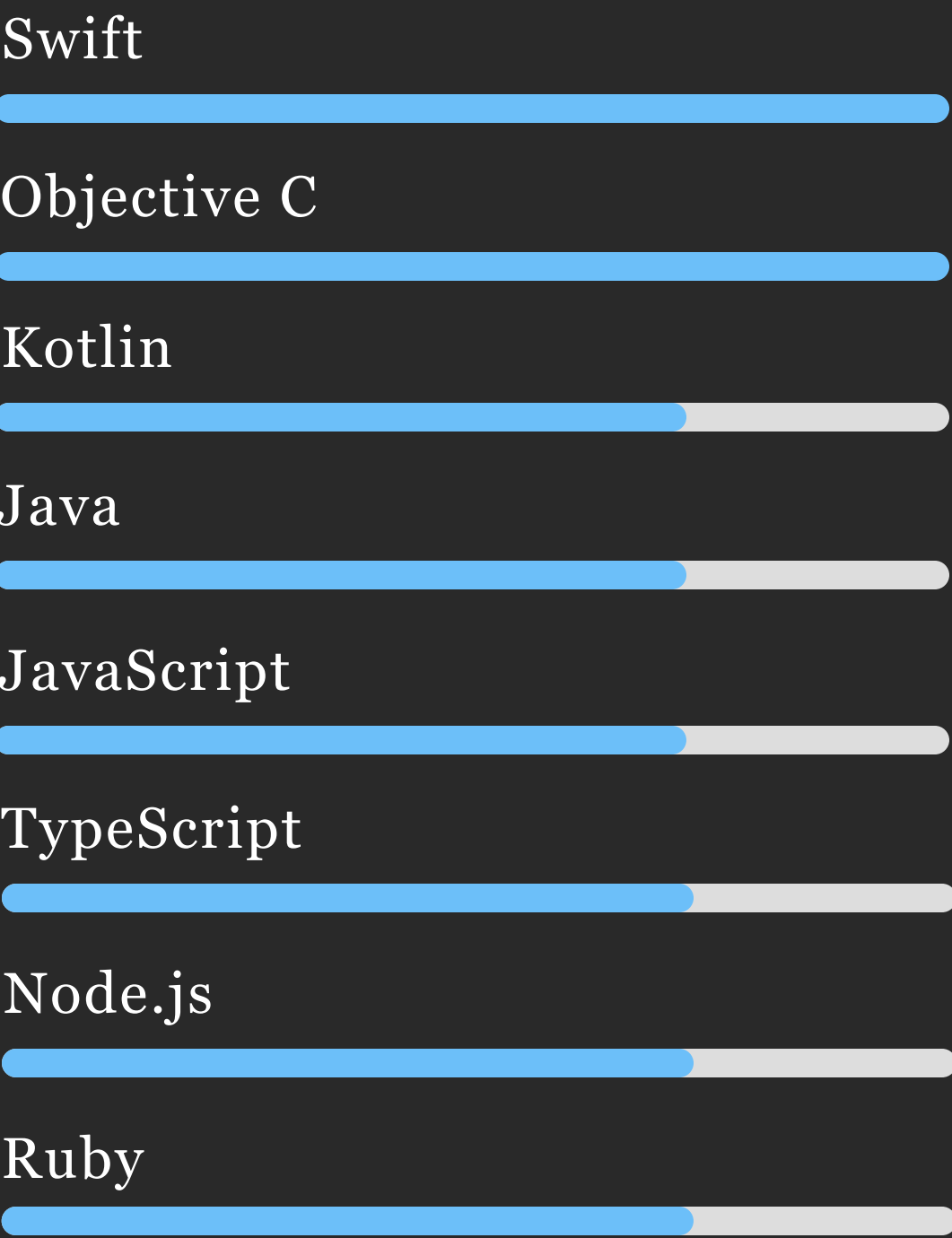
# Rowan Townshend

Senior Mobile Engineer

## Details

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## Skills



## Profile

I am a contract mobile engineer with over eight years of experience in app development. As well as practicing iOS in both Swift and Objective C, I have used various other programming languages including Java, Kotlin, Javascript, React, Ruby, Bash, and 3D game engines, such as UDK and Unity.

I strive to remain up-to-date with best practices and the latest technologies, by following various blogs and weekly newsletters. In my spare time, I like to keep active and am currently training for a triathlon. During my career, I have worked on a vast amount of apps, including dating, banking, betting, and travel. I have been lucky enough to work across a variety of apps.

## Employment History

### Senior Mobile Engineer at Keytree (Contract)

July 2020 - Present

- Worked on Keytree's in house white label application used by many retailers globally. Helped push a unit test first approach and generally help improve the overall process.

### Senior Mobile Engineer at FootAsylum (Contract - through Equal Experts)

Feburary 2020 - May 2020

- Worked alongside the FootAsylum team, to help them produce an app for their stores to reduce the number of lost sales. This was a greenfield project working with barcode and machine learning image recognition technologies.

### Senior Mobile Engineer at BBC (Contract - 1 Renewal)

Feburary 2019 - Feburary 2020

- Working in the Children's team on their PickNMix framework which allows javascript games to run on iOS and Android. Built using VIPER architecture with a full suite of UI tests.

### Lead iOS Engineer at Barclays

March 2018 - Feburary 2019

- As a lead developer within Barclay's largest app team, I was in charge of keeping the app running, which included release management, feature and defect prioritization, continuous improvement of BMB (Barclays banking app), as well as a host of other things.
- This meant working directly with over 80 developers across multiple different countries.
- Release management was a large part of my role, which meant every month when we did a release I had to coordinate with the developers, testers and delivery managers, to make sure features were going to be delivered on time.

## FURTHER DETAILS

[linkedin.com/in/rowan-townshend](https://www.linkedin.com/in/rowan-townshend)  
<https://rowant.co.uk>

## Lead iOS Engineer at Travel Counsellors

March 2017 - March 2018

- I was in charge of setting up the processes for a new app team within TC. This included setting up the build process which integrated the app process into their current continuous integration system, as well as introducing automated testing using a cloud-based system.
- Prototyped a tvOS app, based on their current mobile solution.

## Senior iOS Engineer at Degree 53

March 2015 - March 2017

- Working with the senior management team, I constantly tried to improve the project process. I created a Ruby plugin for the build server which controlled the bug tracking and ticketing process, which drastically shortened the development time.
- Code reviewed and monitored other members of the native team to ensure everyone was following coding style guidelines.
- Supported the QA team to ensure appropriate test strategies are in place.
- Collaborated with the senior management team and tech leads to create technical specifications for new projects.
- I contributed to the design reviews across all native projects, to help to improve designs and user experience.
- Worked with business analysts to ensure project requirements are accurate before each project began.

## iOS Engineer at Degree 53

September 2013 - March 2015

- I became responsible for supervising the native team, ensuring that all processes worked effectively, with issues being raised and amended quickly.
- Helped the commercial teams, by being involved in pre-sales meetings, such as project estimating sessions and client pre-sales meetings.
- Set up our continuous integration process.
- Collaborated with backend teams to help design appropriate data structures.
- Helped mentor the other developers on anything from TDD best practices, to object oriented design principles such as SOLID and DRY.
- Created a suite of frameworks and deployed them through a private Cocoapod repo to reduce need on 3rd Party libraries. This included network, mapping and testing frameworks.

## iOS Engineer at Betfred

February 2013 - September 2013

- Responsible for writing the coding standards and project guidelines.
- Introduced new processes across the entire mobile team, which included a migration from TFS to GIT.
- Aided and advised the management team with the recruitment process, through conducting telephone and face to face interviews.

## Education

### Computer Games Technology at Manchester Metropolitan University

September 2009 - July 2012

- Graduated with a 2:1

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