

# Ryan Holden Senior Mobile Engineer (Android, iOS)

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## Skills

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- **Android:** Kotlin, Java, Coroutines, Flow, Retrofit, Koin (like Hilt/Dagger), Clean Architecture, MVI, MVVM, UI instrumentation tests, unidirectional data flow, Material Design 3, SQLite-based caching, Google Play publishing
- **iOS:** Swift, UIKit, SwiftUI, Core Data, Core Animation, SQLite-based caching, App Store publishing
- **Cross-platform:** Kotlin Multiplatform
- **Analytics & Reliability:** Firebase Analytics, Crashlytics, Graylog, Grafana, Prometheus
- **AI tooling:** GitHub Copilot, Codex, custom MCP integrations

## Experience

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*Watchtower*

Fishkill, NY May 2015 – Feb 2026

*Senior Mobile Engineer (+ Technical Mobile Facilitator since 2022)*

- Built 3 enterprise Android applications supporting 45k monthly user-hours of warehouse logistics across 10 countries using Android SDK, Kotlin, Jetpack Compose, REST APIs, and offline caching
- Sole owner of a consumer-facing iOS app with 250k daily active users (DAUs), supporting 30+ languages and reaching #1 in its category, written in Swift and UIKit
- Sustained a 99% crash-free rate across enterprise applications by implementing automated UI instrumentation testing, CI/CD pipelines, monitoring, and alerting
- Improved crash-free rate from 95% to 99.6% by migrating legacy Objective-C to Swift, informative logging, partnering with QA testers, monitoring, and alerting
- Sole owner of a diagnostics framework reducing network failure rates from 30% to 4% by enabling cross-functional teams to isolate client, server, and infrastructure failures with analytics
- Unblocked cross-functional teams by partnering on schema design and REST API contracts, allowing implementation in parallel
- Collaborated with cross-functional teams to monitor API and server performance
- Iterated on UX through A/B testing and user feedback loops, including layout experiments resulting in 95% satisfaction on user surveys
- Designed reusable Android frameworks and shared components used by mobile developers to improve consistency, reliability, and long-term maintainability
- Saved ~120 engineering hours per year by reducing UI instrumentation test runtime by 50%
- Contributed to risk assessments, identifying security concerns, impact, and mitigations
- Built dynamic content delivery systems enabling over-the-air content updates and content curation across audio, visual, and video media using REST APIs and SQLite-based caching
- Collaborated with a fully remote team of engineers across multiple countries and time zones

## *Firesnap Ltd*

Remote (approved part-time contract) Mar 2024 – Sep 2024

### *Android and iOS Engineer*

- Implemented deep-linking navigation to both Android and iOS enterprise targets
- Integrated OneSignal push notifications coupling user actions with the deep-link navigation
- Investigated and resolved production issues across mobile builds, including TestFlight crashes, Android dialog prompt issues, and staging environment failures
- Provided a time and scope estimate for MSAL migration planning

## *Mass Productive*

Remote (approved part-time contract) Jun 2019 – Dec 2019

### *iOS Engineer*

- Built and shipped, on schedule, an iOS application using Swift and UIKit
- Implemented on-device video editing, stitching photos together to articulate user progress
- Enabled core app resale value for white-label branded integrations by designing and shipping a modular Swift Package of core functionality including UI configuration

## *Flagship Creative*

Roseville, CA May 2013 – May 2015

### *Android and iOS Engineer*

- Led a consumer-facing Android application (Android SDK, Java, XML UI) for a large financial services client, focused on news consumption and in-app video playback
- Led an enterprise iOS application (Objective-C, UIKit) that improved operational efficiency for municipal fire inspectors by digitizing field inspection and reporting workflows
- Advised on native mobile versus web architecture decisions, helping define product scope, feasibility, and long-term maintainability based on user needs and operational constraints

## *I-Tul Design & Software, Inc.*

Roseville, CA Jul 2010 – May 2013

### *Web, Android, and iOS Engineer*

- Led multiple iOS applications (Objective-C, UIKit) including an iPad kiosk experience for prospective students at a local college, a local business locator, and a clothing store catalog
- Led an enterprise Android application (Android SDK, Java, XML UI) for a local delivery company that verified work through barcode scanning, utilizing the device's built-in cameras
- Built and deployed 80+ web-based projects

## **Hobbies**

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Cooking experiments (currently smoked Gouda mac & cheese), PC gaming, and hosting game nights (Codenames, Bid Whist).