

Iain McLean

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Senior iOS Developer / Technology Lead

Interests: Mobile Driven Start-ups and Mobile First Thinking

Creative thinker with global perspective

Background in Start-Ups / Rapid Growth / High-Tech / Multinational Corporations

- Proven record in building technology with Lean Principles, building cross-functional teams that deliver on time and in budget.
- Architect and hands on developer of over 150 iTunes App Store® apps, with over 100 Million downloads globally.
- Use of modern development practices, including TDD principles, agile processes, continuous deployment, continuous delivery & continuous integration
- Experience in Amazon Cloud Services, Azure, Heroku and Parse, plus self hosting / dedicated hosting.
- Builder of businesses with new tech, leading technology and consumer driven support

CAREER TRACK:

Door - 10xBanking – Virgin Money, London, December 2016 – March 2017

Head of Technology

A fully hands on role, creating numerous prototypes utilising the full stack including Swift 3, VIPER architecture, Node server, Parse, Mongo DB no-sql database, AWS, Lambda, Lex, Polly, S3, EC2, Route53, Cognito and IAM. Created fully operational app with integrated biometric checks including voice, facial, fingerprint technology security checks inside mobile app and utilising third party frameworks.

InMotion – Jaguar / Land Rover, London, June 2016 – December 2016

Head of Mobile

Responsible for the creation of mobile apps within an accelerator environment, mentor and technical advisor on mobile app architecture, server architecture, data collection, persistence and scalability. Utilising React-Native for MVP purposes including the delivery of a short term insurance application.

schuh Ltd, Livingston, Scotland, January 2016 – June 2016

Head of Mobile

Responsible for redesigning and integrating the suite of schuh internal apps with new end to end services, converting older apps to VIPER architecture and Swift 2.3 with RESTful services. Apps include stock management, payment terminals and internal purchasing apps.

Carrycado, Dundee Scotland, December 2014 to January 2016

CEO & Founder

A consumer driven platform based on iBeacons for the tracking of luggage, with clients on Android and iOS.

Architect of platform on client and server side.

Musations Ltd, London UK, December 2013 to December 2015

CTO / MD

Created an innovative start-up to deliver a new music-messaging app on iOS, Apple Watch, Apple TV and Android using Lean Start-Up Principles.

Lead developer in the iOS application, integrating many iOS and custom Frameworks.

Ran agile development throughout team using JIRA, BitBucket and Slack.
Developed under budget and on time, fully integrated app and service.

CrowdMix, London UK, June 2014 to November 2015

Mobile Team Lead / Senior iOS Developer

Responsible for delivering a global social music application to the market from initial Minimal Viable Product, through to Release Candidate and beyond. Responsibilities also include:

Creation of development team from 1 to 100.

Implement methodologies and structure agile development processes.

Integrate to Spotify, Deezer, YouTube, SoundCloud, iTunes, Rdio with audio and video codec support for streaming services.

Work closely with design team and advise on device capabilities and restrictions.

Prepare for adoption of the Swift programming language and Apple Watch / Android wearable technologies.

Entrago, London, UK, February 2013 to December 2013

CTO

Responsible for the creation of a multi-skilled development team.

Act as primary technical decision maker for platform, recruitment of a 20 man development team and infrastructure architecture in order to deliver a Socially driven entertainment app and website for celebrities.

Successfully delivered a fully functional social video platform, mobile apps on native Android and iOS and a responsive web environment for desktop and mobile.

Currently has delivered 8 channels on the platform for the likes of Chris Brown and Peter Andre with a user base of over 1 Million with all apps receiving in excess of 5000 5 star reviews.

Senior iOS developer.

Fermax, Australia, October 2012 to January 2013

Senior iOS Developer

Responsible for creating an iOS application for a VoIP Door and Camera access solution.

Creation of a native VoIP networking layer with a C++ layer of manufacturers libraries, integrating voice and video feeds from multiple door cameras, connection and control access and monitoring through IP.

Downloading and integration of Data Access Logs through Dropbox and Mail.

Backup of Streamed MJpeg Video through IP sockets for robustness.

WPS Challenger, London UK, August 2012 to October 2012.

Senior iOS Developer

Responsible for creating iOS (iPad and iPhone 5) applications for the Formula1 Grand Prix in Japan and Austin, TX.

Integrating data feeds from multiple sources and formats then creating a second screen application with multiple simultaneous encoded live video streams and then syncing to data.

Socket driven stream reading with multiple compression and encoding methods.

Ciqua Ltd, Edinburgh UK, June 2012 to September.

Senior iOS Developer

Responsible for creating iOS application based on Core Networking (under NDA).

Advising on mobile platform development

Equal Media Ltd, London UK February 2012 to September 2012.

Senior iOS Developer

Responsible for Prototyping and developing new Social Networking Application, called “State”.
Lead developer for mobile platforms.

Boungiorno SpA / NTT Docomo, London UK, Milan Italy, August 2009 to June 2012.

Senior iOS Developer

Senior iPhone developer of Social Networking App – peoplesound.
Senior iPhone developer of Social Aggregator Application – HelloTXT and HelloTXT Journals
Senior iPhone developer of Social Networking App – Proximitips
Senior Mobile developer of CashLog Mobile Payment solution.
Responsible for Liaison with Graphics department for UI Layout.
Design of application from ground up, including database design and API integration.
Consultation in the submission of builds to Apple for review into iTunes App Store.
Responsible for providing consultation on Marketing and Promoting iPhone Applications.
Consultation on the Bug Fixing and Support of existing applications.

VIANET plc, Scotland, June 2000 to November 2006

CTO

Technical Lead in emerging mobile market.
Technical design of mobile driven platform.
Liaison with Orange, Vodafone and O2 for the integration of mobile data services.
Built technical team from 5 to 30 highly skilled engineers and designers delivering hardware and software products for the remote monitoring of machines.
Board member.

BrightSky Apps, Scotland, November 2006 to Present

CEO & Founder / Lead Developer

Primary iPhone Developer.
Developer of bunkd, a unique hotel booking app and service.
Developer of iThrowU, a social Networking Game.
Developer of Eire trains, an Irish Rail App.
Developer of UK FlightPad, a Flight Information iPad App.
Programme Director of a £1m Software Development Programme for iPhone Platform and Java Services over 4 months.
Technical Architect and Developer of over 30 in-house mobile applications from Travel to social networking and gaming.
Liaison with Apple Inc USA.
Outsourcing Direction and Management for multiple applications on multiple programmes.
Official iPhone / iPad Developer for the Open University
Developer of iFindHotels for HotelsCombined.com
Developer of KO~SU for Zuzertu.
Developer of Virtual Trainer for Gravity Works
Voted second (only to Facebook) in global developer’s awards by Mashable.

Trade Associations: European Vending Association Technical Committee, EVA Cashless Committee, EVA Mobile Payment Committee, National Association of Photoshop Professionals, iPhone Professional Developer, Apple® Licensed Developer. Apple iBeacon Programme.

Sports and Hobbies: Landscape Photography.

Previous career: Special Forcers / Helicopter Pilot, British Military

Age: 45, married with 2 Children