

KIERAN CROWN

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With over 10 years of experience as a software developer, I specialise in building high-quality mobile applications using React Native and Expo. I have delivered products across fintech, payments, and consumer tech, with particular depth in GraphQL-driven architectures and end-to-end ownership of mobile releases. I'm passionate about crafting polished user experiences and thrive in small, fast-moving teams where I can take ownership from feature design through to production.

SKILLS

Frontend	Backend	Software
React Native (Expo) Typescript/Javascript React.JS / NextJS Tailwind Maestro / Detox E2E Jest Unit testing	GraphQL AWS (AWS Certified Developer) Supabase Firebase Node JS Postgres / MongoDB Terraform	VS Code Xcode Android Studio Figma Linear / Jira Adobe Suite

CAREER HISTORY



Slice Mobile

Full Stack Engineer

Aug 2025 - Current

At Slice Mobile, I work as a senior full stack engineer in a team of fewer than four, owning both the Expo-based mobile app and the GraphQL orchestration layer that integrates with legacy telecom APIs. My responsibilities span feature development, bug fixes, app releases, CI/CD maintenance, and test coverage. As the primary owner of the mobile codebase, I collaborate closely with backend engineers to deliver a reliable product experience, balancing frontend polish with backend integration in a fast-paced environment.

Technologies Used: Expo, GraphQL, React Native, CI/CD (GitHub Actions), Testing frameworks



nsave

Design Engineer

Mar 2025 - Aug 2025

As the sole mobile engineer at nsave, a digital banking app focused on savings and financial inclusion, I owned the full React Native codebase and drove a significant modernisation effort. I migrated the app to the latest Expo SDK and React Native's new architecture, implemented a design system using Shopify Restyle and Reanimated, and reworked state management for improved reliability. I also built out a CI/CD pipeline in GitHub Actions with integrated Maestro end-to-end tests, reducing regression risk and speeding up releases. I collaborated closely with

backend engineers to ensure seamless API integration across financial features.

Technologies Used: Expo, TanStack Query, Maestro, AWS



Bumble Inc

Mobile Engineer

Jan 2024 - Mar 2025

At Bumble, I worked on Official, a relationship wellness app acquired by the company. I joined when the codebase, originally built by contractors, needed significant improvement. I led a full reskin and rewrote large portions of the app, improving code quality and maintainability. I expanded Maestro end-to-end test coverage, which improved release confidence and reduced production issues. Beyond development, I contributed to sprint planning and worked closely with product to shape the roadmap, consistently bringing ideas to improve UX and app quality.

Technologies Used: React Native, GraphQL, Maestro, Firebase



Utility Warehouse

Software Engineer

Jan 2023 - Jan 2024

At Utility Warehouse, I worked on the cashback and payments team, building mobile features that allowed customers to track spending, view transaction history, and manage their cashback cards. I led the implementation of Apple Pay and Google Pay support, coordinating directly with both Apple and Google through their certification processes. I also owned the redesign of the retailers view and improved transaction list performance. A major contribution was collaborating with design and two other engineering teams to build a shared UI component library adopted across multiple apps.

Technologies Used: React Native, GraphQL, Detox



Nagra Media

Software Engineer

Jul 2022 - Dec 2022

At Nagra, a digital media protection company, I contributed to the React Native integration layer that connected with existing iOS, Android, and web platforms. This was my first professional React Native role, and I gained experience in cross-platform development and integrating modern mobile frameworks with established native systems.

Technologies Used: React Native



Vpress

Full Stack Developer

Jan 2020 - Jul 2022

At Vpress, a leading UK Web2Print provider, I consolidated their backend infrastructure by migrating from multiple Node.js servers to a unified AWS deployment using Terraform. I also led

the frontend modernisation, transitioning from a legacy Java stack to Next.js, improving performance, maintainability, and developer experience.

Technologies Used: Next JS, Terraform, AWS, GraphQL



Raytheon

Mobile Cloud Engineer

Dec 2019 - Jan 2020

At Raytheon, a major defence and aerospace company, I worked on mobile cloud engineering initiatives. This role gave me exposure to enterprise-scale cloud infrastructure and security-focused development practices within a highly regulated environment. Here I also obtained my AWS certification.

Technologies Used: Terraform, AWS, GraphQL



Gravit8

Software Engineer

Sept 2018 - Dec 2019

At Gravit8, a creative technology agency, I built interactive digital experiences for brands and event organisers. Key projects included a company-wide internal app built with React, Cordova, and Node.js, and an iPad wall installation for clients including TikTok, a system where hundreds of iPads sync to display a single video, with each device able to be removed for individual interaction and seamlessly rejoin the wall in any position using QR-based spatial recognition.

Technologies Used: Cordova, ReactJS, ElectronJS

PERSONAL PROJECTS

Over the years I have spent time working on personal side projects to further improve my skills and gain experience in places I wouldn't have the opportunity to professionally. Most of these are private on GitHub but I can share the repo if requested.

Stash App - <https://stashapp.io/>

Stash is a super easy and polished read later app. Want to be reminded about that link tomorrow morning? Just share it from the share sheet and Stash will take care of the rest. I really focused on a polished native feel for this app.

Technologies Used: Swift/Swift UI

Rozzle - <https://rozzle.io>

Rozzle is a music streaming service that allows you to upload your existing music collection to the cloud and curate your own streaming service. Incorporating features you'd expect from a modern day streaming service.

Technologies Used: React Native, Next JS, Supabase

Sonar - <https://trysonar.chat>

Sonar is a truly private messaging service that uses WebRTC technologies to ensure real time chat messages that disappear feel as fun as possible. No app has ever done ephemeral messaging like this before!

Technologies Used: Swift/Supabase/Socket.io/WebRTC