

ALEXANDER CURRAN

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ABOUT ME

A highly experienced and product-focused engineering leader who has delivered many multi-million pound projects over 10 years. Proficient in line managing, product strategy, and technical leadership, with a keen interest in developing the careers of others and sharing knowledge. Have learnt from multiple industries over multiple stints in both EM and IC roles at companies from pre-Series A startups to large corporations.

EXPERIENCE

Engineering Manager, The Body Coach — March 2022-Jan 2023

- › Engineering manager of the Get Moving team (mission was focused on user install to first 30 days).
- › Line management of 4 engineers across Android and iOS. Responsible for the delivery of an additional 2 agency developers whilst facilitating their roll-off from the project, building the team, and hiring.
- › Led project planning and delivery of multiple projects including Easy Start, In-app Motivational Messaging, and an [A/B test on the paywall](#) increasing conversion by 10%. Stepped in for Product Management when the role was vacated.
- › Implemented a reconfiguration of the existing separate Android and iOS teams into two cross-functional mission-based teams.
- › Made redundant as part of a restructure.

Principal Engineer, Freetrade — October 2019-March 2022

- › Principal Engineer on the Discover and Insights team and Onboarding team.
- › Delivered multiple projects including SIPP accounts, launching in the EU, Freetrade Plus, and fractional trading, all contributing to significant uplift in revenue and company OKRs.
- › Technical lead for the SIPPs project & EU onboarding, managing stakeholders, synchronising multiple teams' deliveries and communicating project progression.
- › Developed the interview and hiring strategy for mobile across six teams growing the mobile team from 2 to 10 in 6 months, running over 50 interviews. Acted as a consultant to EMs without mobile skillsets to develop the careers of their reports.
- › Created a strategy for mobile in the company including training backend-focused engineers in mobile, and building a design system, and breaking down monolithic codebases.
- › Delivered [Freetrade on iPad](#) and Dark Mode as 20% time projects, both of which were well-received by customers and highly marketable.

Engineering Manager, Novoda — October 2018-October 2019

Project Lead, Novoda — March 2016-October 2018

Software Craftsman, Novoda — March 2015-March 2016

- › Line manager for 6 developers, responsible for performance reviews and goal setting and hiring.
- › Project lead & principle engineer for iOS, Android, and dual-platform projects with clients including ImmobilienScout24, AutoScout24, myBlu, and Oetker Digital.
- › Built and ran multiple workshops for clients and internal developers to fill identified skills gaps.

- › Mentored junior members of the team and the company to forward their careers.
- › Responsible for promoting multi-platform development in the company, including a fully multi-platform project delivered, and up-skilling multiple developers to become proficient in other platforms.

Software Engineer, BBC — July 2014-March 2015

Junior Software Engineer, BBC — Aug 2013-July 2014

- › Worked on the Mobile Core Engineering team (included working with mobile iPlayer and iPlayer Radio).
- › Delivered Chromecast for BBC iPlayer and BBC Sport in collaboration with Google.
- › Worked multi-platform on iOS and Android in an agile environment.

Developer (self-employed) — 2009-present

- › Android and iOS app developer; mostly scientific or developer-focused apps.
- › Current project is a dual-platform app to make regularly giving to charity easier.
- › Active open-source projects available on [Github](#), apps on [Google Play](#).

SKILLS AND TECHNICAL INTERESTS

- › Confident in running and maintaining a cross-functional engineering team, with experience in product management lifecycles as well.
- › Responsible for client relations as part of the team, including stakeholder management and ensuring the development team has all they require to deliver a high-quality product.
- › 12 years experience of Android development; 10 years of iOS; 4 with Node.js.
- › 10 years experience with software best practices & TDD; confident with unit, UI, and integration testing.
- › Excellent knowledge of Java, Objective-C, Swift, Kotlin, and ReactiveX.
- › Proficient with many third party technologies e.g. Firebase and GCP, A/B testing mechanisms and theory.
- › Good knowledge of TypeScript; working knowledge of Javascript, React, Node.js, and Flutter.

EDUCATION

University of Oxford — 2009-2013

- › First Class degree, Chemistry (Masters), Masters year on computational chemical analysis.

ACTIVITIES

Presentations and demos

- › Talks at meet-ups and conferences (including Swift.berlin, Droidcon Paris). Ran the tutorial session “Spring cleaning your app” at [RWDevCon 2018](#) and a talk about Real-time Apps at NSSpain 2021.
- › Mentor and facilitator as part of Codebar Berlin and London which supports underrepresented people getting into programming.
- › Frequently present internal presentations and run internal katas about clean code topics and new technologies. Keen blogger around code smells and refactoring.

Recreational activities

- › Keen cook, baker, and mixologist.
- › Interest in crafts including pottery, soap and candle-making, and mixed-media art.