

Ryan Holden

Senior Mobile Software Engineer (Android | iOS)

New York

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With **15 years of software engineering experience**, 13 years specializing in Android and iOS applications, I've built and sustained production systems supporting global education programs and mission-critical enterprise international operations. My work has included cross-team collaboration across multiple timezones and designing analytics and observability systems that drive operational decision-making.

Core Competencies

Technical Expertise

- **Native Mobile Development:** Kotlin/Jetpack Compose, Swift/SwiftUI, Android Studio, Xcode
- **CI/CD & Release Automation:** iOS & Android pipelines, build optimization
- **Analytics & Event Design:** Firebase, Crashlytics, custom event schemas
- **AI Tooling:** Integrating GitHub Copilot and MCP tools with human-in-the-loop processes
- **Web Mobile Engineering:** SASS, Angular, TypeScript

Leadership & Collaboration

- **Cross-Functional Collaboration:** Product, backend, analytics, and network teams
- **Distributed Team Communication:** Async work across multiple time zones
- **Technical Leadership:** Feature planning, project coordination, mentoring
- **Process Improvement:** Maintainability, accessibility, localization quality, structured documentation

EXPERIENCE

Senior Mobile Developer

2015 – Present

Watchtower Volunteer, NY USA

Built and maintained high-impact mobile and internal systems used globally, including a multilingual language-learning app and Android warehouse management tools supporting logistics and inventory across 9 international branches. Emphasis on maintainability, accessibility, localization, and reliable performance at scale.

- **Led iOS development for JW Language**, a multilingual language-learning application supporting 30+ languages and at times reaching #1 in the Reference App Store category. Analytics and observability frameworks at scale allowed us to reach a *99.6% crash free rate*.
 - **Built and maintained internal Android warehouse management systems** using Kotlin and Jetpack Compose, supporting logistics and inventory workflows across 9 international branches with automated instrumentation testing and CI pipelines to ensure reliability at scale contributing to a sustained 99% crash-free rate.
 - **Designed and implemented a mobile network diagnostics analytics framework** to distinguish
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client, server, and infrastructure failures, capturing per-request error telemetry correlated with device and access-point identifiers; enabled network teams to isolate faulty access points across international branches and reduce mobile network *failure rates from ~30% back to the expected ~4%*.

- **Collaborated daily with international teams across multiple time zones**, coordinating work, refining requirements, and ensuring consistent quality across distributed groups.
- **Mentored developers and advocated for engineering practices** centered on maintainability, accessibility, localization quality, and structured documentation.

Mobile Developer

2013 – 2015

Flagship Creative, CA USA

Delivered native mobile and web solutions for enterprise and public-sector clients across pharmaceuticals, finance, and public safety industries.

- **Advised on mobile versus web architecture decisions**, helping define product scope, feasibility, and long-term maintainability based on user needs and operational constraints.
- **Led an iOS project that improved data accuracy and operational efficiency** for municipal fire inspectors by digitizing field inspection and reporting workflows.

Web & Mobile Developer

2010 – 2013

i-Tul Design & Software, CA USA

Developed web and early native mobile solutions for local businesses, working closely with the design team on client-facing products ranging from branded websites to custom business and reservation systems.

- **Built and deployed 80+** web-based projects.
- **Help adapt to the market** by developing the company's first native iOS and Android projects.
- **Further refined development processes** by recommending front-end development in-house and moving development tooling on-prem.

EDUCATION:

Self-Taught / Continuous Learning

Self-directed continuous learning with deep focus on Kotlin, Jetpack Compose, SwiftUI, mobile architecture, and large-scale application design.

HOBBIES:

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