

# Anthony Bryan

## Mobile Engineering Manager

contact@anthonybryan.net  
(425) 516-5659  
www.anthonybryan.net

### Experience

---

---

Engineering Manager: Pharma, Research, & Development March 2022 – Current  
Engineering Manager: Mobile iOS, Android, Web

#### Linus Health

- Established foundational best practices for the software development teams under my care, reducing release times from 3-4 months per release down to monthly scheduled releases, delivering features faster and with greater predictability for marketing and customers
- Coordinated between Engineering, Product, UX, and Data Science teams to effectively plan roadmaps and prioritize on the development of the most impactful features. Development roadmaps went from ad hoc to clearly defined and structured for the short, mid, and long-term KPI objectives of the company
- Took ownership of unowned legacy products. Built a plan to sunset these products, move customers to modern platforms, and reduce maintenance/development costs

---

Principal Developer, Founder January 2021 – March 2022

#### Lore Engine

iOS, Android, Web

- Architected full stack for product in React Native for frontend and AWS Lambda microservices for back end, implementing highly maintainable and scalable frameworks

---

Senior Software Development Engineer June 2015 – September 2020

#### Smartsheet

iOS, Android Apps – RESTful API

- Led development of core C++ business logic engine for iOS and Android native apps, enabling my team to focus on crafting exceptional user experiences
- Led company-wide adoption of OpenAPI (Swagger) for describing public and private APIs, improving cross-team communication of designs, and setting the standard for improved automated testing of RESTful API
- Directed focus on cross-team communication and planning, ensuring a unified vision for technical designs across departments, allowing features to ship on time across all platforms with minimal cost
- Built and maintained CI/CD system with Jenkins and other tools to automate and standardize build process, rapidly identify bugs, and reduce team bottlenecks by bringing build times down from 2+ hour waits to 5 minutes
- Wrote unit tests in C++ (Boost), Java (JUnit), and Swift/Objective C (XCTest) for core business logic of mobile apps, bringing test coverage from 0% to >95%

---

QA Engineer August 2014 – November 2014

#### Fulcrum Technologies

CATS Mobility

- Established foundations and guidelines of new QA department for established product
- Developed test case management solution, set standards of quality for deliverables

---

Test Associate June 2007 – July 2010

#### Bungie

Halo 3 TU2, DLC3-5 – Halo 3: ODST – Halo: Reach

- Black box / white box testing, filing detailed bug reports with easily reproducible steps
- Provided training, managed small test teams for test passes

### Education

---

---

DigiPen Institute of Technology August 2010 – May 2013

- Bachelor of Science in Computer Science and Game Design Program

DigiPen Institute of Technology August 2005 – May 2007

- Bachelor of Science in Real-Time Interactive Simulation Program

### Knowledge / Skills

---

---

#### Proficiencies

- Project Management
- Scope Awareness
- Scrum / Agile Methodologies
- Team Leadership
- Project Prioritization
- Cross-team Collaboration
- Mentorship / Personal Growth
- Black Box / White Box Testing Methodologies

---

#### Languages

- JavaScript, TypeScript (React Native, React Native Web)
- Python
- Swift / Objective C
- C++ 17
- Java
- C#

---

#### IDEs / Frameworks

- AWS Lambda
- Serverless Framework
- Xcode (iOS)
- Android Studio (Android)
- Visual Studio Code
- IntelliJ

---

#### Other Tools

- Jira
- Confluence
- Amazon Web Services Cognito
- DynamoDB
- Git (GitHub Administrator)
- TestRail (Administrator)
- OpenAPI / Swagger
- Jenkins (Administrator)