

Luke Taylor

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Staff / Senior Mobile Engineer (iOS Focus) | Tech Leadership | Platform, Performance & DX

Summary

Staff Software Engineer with 10+ years building and modernising consumer mobile products across iOS, Android and cross-platform stacks. Technical leader in The Economist Group's mobile pillar, driving architecture direction and delivery across squads (Content + Audio + Platform). Strengths include native migration, performance optimisation, modular architecture, CI/CD & developer experience, and mentoring engineers through technical growth and decision-making.

Experience

The Economist Group – Staff Software Engineer (Mobile)

Birmingham / Hybrid • Apr 2022 – Present

Staff (Native) Jan 2024 – Present • **Staff (Cross-platform)** Apr 2023 – Jan 2024 • **Senior** Apr 2022 – Apr 2023

Technical leader within the mobile pillar with a focus on the Content domain (core reading experience). Drive target architecture, roadmap input and OKRs across squads; deliver platform improvements spanning iOS, Android, CI/CD and developer experience.

- Eliminated article scroll “microhangs” on iOS and reduced remaining “Brief unresponsiveness” events by 25%, improving responsiveness in the core reading experience.
- Improved article scrolling performance classification to “Good” at P50 and “Fair” at P95, based on platform performance telemetry.
- Reduced CI feedback loop time by 25% by introducing parallel builds for testing, improving developer throughput and release confidence.
- Co-led migration of core app surfaces from React Native to fully native iOS/Android, improving performance, stability and long-term maintainability while meeting domain OKRs.
- Re-architected audio playback from a global context to a class-based architecture, more than doubling performance and improving maintainability.
- Led creation of multiple native modules and platform integrations, improving stability and unlocking performance gains.
- Authored and led RFCs and platform initiatives improving developer experience and deployment infrastructure across environments (build, test, deploy, rollout strategy).
- Founded and run a Mobile Engineering Community of Practice, mentoring engineers and advocating best practices across the pillar.
- Led AI enablement across mobile engineering, running working groups to evaluate and integrate AI tools into development workflows and establish consistent adoption practices across squads.

Utility Warehouse – Senior Software Engineer (Mobile / Full-stack)

London • February 2021 - April 2022

Early engineer on a cross-platform mobile product serving partners and prospective customers, contributing from inception through delivery and iteration.

- Designed a domain-driven architecture enabling faster feature delivery and clearer ownership boundaries.
- Delivered core mobile capabilities including authentication, analytics, mapping, push notifications, iOS extensions, and native modules.
- Contributed to a shared package to align functionality across products, improving consistency and reducing duplicated effort.

Shell Energy Retail – Lead Software Engineer (Mobile & Web)

Coventry • March 2019 - January 2021

Led technical direction during acquisition/rebrand; transitioned from a legacy cross-platform framework to native iOS/Android while collaborating with web (Next.js) for a cohesive customer journey.

- Led secure authentication across web and mobile using OAuth 2.0 (PKCE) + OpenID Connect, enabling SSO via Curity with a centralised server instance.
- Partnered with backend teams to design mobile-optimised service contracts, offloading business logic to improve performance and accelerate delivery.
- Built and maintained CI/CD pipelines for iOS and Android using Jenkins (daily test builds and release candidates); improved efficiency by ~10% by rewriting pipelines to support parallelism and concurrent builds.
- Integrated Zendesk Chat SDK to improve customer support and self-service; implemented push notification segmentation via Firebase Cloud Messaging.
- Co-authored internal tooling to generate test accounts across environments, reducing manual QA/setup effort.

Elf at Work – Lead Mobile Developer (Contract)

June 2019 - August 2020

Led rewrite of a React Native app from proof of concept into a production-ready release deployed to the App Store and Google Play for B2B clients.

- Delivered production-ready architecture and UI scaffolding to accelerate future development and improve maintainability.
- Designed and delivered SDUI architecture and API design to scale experiences without requiring frequent client releases.
- Built a reusable media wrapper for audio/video playback and integrated telemetry to improve observability.
- Developed a multi-tenanted partner web portal to support content delivery for the app.

First Utility – Lead Software Engineer (Mobile)

Warwick • August 2018 - March 2019

(Progressed from Software Engineer → Senior → Lead)

Progressed into Lead Engineer through consistent delivery and team leadership; owned sprint execution and helped shape platform architecture and roadmap during a period of significant product change.

- Led sprints and agile ceremonies, guiding features from ideation through to production delivery.
- Mentored engineers and contributed architectural solutions supporting platform rebrand and feature growth.
- Owned delivery reporting and planning inputs using key delivery metrics to support decision-making.

Core 13 – Web Developer

Nottingham • December 2011 - July 2015

Built and maintained custom web and mobile applications in an agency setting, including ongoing support via an in-house CMS.

Skills

Mobile: Swift, SwiftUI, Objective-C, UIKit, Core Data/SwiftData, Kotlin, Java, Android Studio

Cross-Platform: React Native, Kotlin Multiplatform (KMP)

Other languages: JavaScript, TypeScript, Ruby, PHP, Go

Architectures: Clean Architecture, VIPER, MVVM, MVC, modularisation

Frameworks: React, Next, Gatsby

State management: Redux, React Context API

Devops: Fastlane, Swift Package Manager (SPM), CocoaPods, Gradle, CircleCI, Github Actions

Testing: XCTest, XCUITest, Detox, RNTL, Jest

API's & Data: GraphQL(Apollo), REST, SQL, NoSQL, PostgreSQL, Node.js (Express, Koa)

Observability: Firebase, Sentry, New Relic, Tealium, Conviva

Delivery & Leadership: Architecture reviews, cross-function communication, mentoring, incident response, Agile (Scrum, Kanban, Lean)

Education

BTEC in Web Development & Information Technology — North West Kent College/Derby College
Distinction, Merit, Merit