

BRET LEUPEN

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PROFESSIONAL SUMMARY

Senior mobile engineer with 7+ years of experience designing, building, and shipping iOS and cross-platform applications across multiple industries. Proficient in both native iOS (Swift/SwiftUI), Android (Kotlin/Jetpack Compose), and cross-platform (Dart/Flutter) development, with a full-cycle background spanning requirements, architecture, implementation, CI/CD, and App Store delivery. Experienced in consulting and product environments, collaborating with product managers, designers, and stakeholders to deliver reliable, high-quality mobile experiences. Experienced incorporating AI tooling throughout the development cycle to accelerate delivery and keep focus on higher-quality engineering work.

SKILLS

Languages: Swift, Dart, Kotlin, TypeScript, Python, C++

Frameworks & Tools: SwiftUI, UIKit, Jetpack Compose, Flutter, Firebase, REST APIs, Xcode, Android Studio, VS Code, Git

Platforms: iOS, iPadOS, Android, macOS, watchOS, Wear OS, Windows, Fire TV

Methodologies: Agile/Scrum, CI/CD, MVVM, Test-Driven Development

Additional: Code Reviews, Technical Writing, Requirements Engineering, Stakeholder Communication, Technology Evaluation, Claude Code, Claude Cowork, Claude Design, GitHub Copilot, MQTT, SolidWorks, NX CAD, MATLAB

PROFESSIONAL EXPERIENCE

Atomic Robot — Cincinnati, Ohio

Consultant II, App Development

May 2022 – March 2026

- **2024 W3 Silver Award, Mobile App Redesign** — Led complete Flutter rewrite of a consumer application across 6 platforms (iOS, Android, macOS, Windows, watchOS, Wear OS) — establishing architecture patterns for shared feature development and delivering a consistent, high-quality user experience across every form factor
- Served as a trusted technical advisor across multiple client engagements — scoping projects, recommending technology stacks, translating business requirements into actionable development plans, and managing delivery expectations across varied industries and team structures
- Hands-on mobile engineer across all engagements — writing and shipping production Swift/SwiftUI for native iOS and Dart/Flutter for cross-platform, with deep experience in architecture patterns, state management, and performance optimization across mobile and desktop targets
- Drove architecture and technology decisions across multiple engagements — evaluating native vs. cross-platform tradeoffs and proposing solutions that improved code quality, test coverage, and team velocity
- Owned CI/CD pipelines and App Store/Play Store release processes end-to-end — maintaining 99%+ crash-free rates, 4.9+ star ratings (10K+ reviews), and 100K+ downloads across delivered products
- Mentored engineers on mobile best practices through code reviews and technical discussions; collaborated cross-functionally with product managers and designers to define requirements and ship on schedule
- Managed ongoing client relationships across multiple concurrent engagements — providing regular status updates, translating technical progress into business terms, and adapting to shifting priorities without losing delivery momentum

Chamberlain Group — Chicago, Illinois

Global Innovation Engineering Co-op

May – August 2021

- Collaborated with UI/UX designers to develop an Android application for IoT hardware control; partnered with industrial designers and firmware engineers on hardware-software integration requirements
- Conducted market research to identify consumer needs and translated insights into technical specifications and requirements documents to guide product development
- Developed firmware in Python to control state machines, monitor sensors, and manage motor operations on embedded hardware

EDUCATION

Bachelor of Science in Computer Science

May 2022

University of Cincinnati, College of Engineering and Applied Science

3.86 GPA | Magna Cum Laude | Dean's List 2017–2022 | Kendra Violet Student Leadership Award