Mike Almond

Senior Software Engineer / App Developer
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Profile

Software engineer with more than 20 years' experience building mobile applications, websites, games, and creative technology. Currently focused on Flutter and cross-platform development.

Experienced in taking projects from technical scoping and prototyping through development, release, and ongoing maintenance. Comfortable working independently, leading technical delivery, and collaborating with designers, developers, clients, and other stakeholders.

Pragmatic and technology-agnostic, with broad experience across Flutter, native Android and iOS development, web technologies, graphics, and creative coding.

Technical skills

Mobile: Flutter, Dart, Android, Kotlin, Java, iOS, Swift, and Objective-C
Web: TypeScript, JavaScript, and HTML/CSS
CI/CD and tooling: Git, Bitrise, automated builds, testing, and App Store and Google Play deployment
Cloud and services: Firebase, AWS, REST APIs, and third-party integrations
Creative and graphics: GLSL, WebGL, Processing, OpenCV, and WebAudio
Other: Python, C++, Haxe, Arduino, and Raspberry Pi
Development: Technical scoping, architecture, debugging, prototyping, code review, and AI-assisted development using coding agents

Professional experience

App Developer

Tribus Digital | January 2021 – Present

Primary app developer for a portfolio of mobile applications, responsible for work from initial technical scoping through implementation, release, and ongoing support.

- Develop cross-platform applications using **Flutter and Dart**.
- Maintain native **Android and iOS** applications, including production codebases first developed ten years ago.
- Lead application architecture, implementation, debugging, deployment, and maintenance over several projects.
- Define technical requirements and advise on practical implementation approaches.
- Manage CI/CD and mobile build pipelines using **Bitrise**.
- Release and maintain applications on both the **Apple App Store and Google Play**.
- Integrate applications with APIs, Firebase, and third-party services.
- Use AI-assisted development tools and coding agents for refactoring, investigation, and testing.

Selected applications

Audit - A field inspection and audit application that helps organisations digitise audit workflows, improve consistency, and manage compliance. Responsible for maintaining and extending its long-running native codebase.

Gatekeeper - A construction-site logistics application for recording collections and deliveries in place of paper records. Released for iOS and Android.

Aftercare - A defect management and issue-tracking application for construction projects. Released for iOS and Android.

Kitchen CADDI *(Control, Audit, Due Diligence, Information)* - A food-safety and compliance application for hot-food checks and operational checklists, replacing paper-based workflows. Released for iOS and Android.

Freelance Developer

January 2016 – January 2021

Worked independently across Android applications, mobile and web games, interactive projects, and machine learning.

- Led the delivery of several Android applications and mobile and web games.
- Took projects from requirements and prototyping through implementation and release.
- Helped a digital start-up plan and deliver its first mobile application.
- Worked independently and as technical lead across a broad range of technologies.

Developer / Lead Developer

Pilot Interactive / MadeByPi - Leeds | April 2007 – June 2015

Developed websites, applications, games, and interactive experiences for clients including **Disney, BBC, and HSBC**.

- Planned, built, and led web, mobile, and interactive projects.
- Worked closely with designers and developers to create digital experiences.
- Helped develop shared front-end tooling with automated builds, testing, and documentation.
- Mentored junior developers and provided programming support to designers.
- Debugged and reworked existing and third-party applications.
- Contributed to large-scale products used by audiences worldwide.

Selected projects

Calm - An Android mindfulness app with real-time generated visuals and audio.

Ongoing creative-coding work includes generative graphics, audio, and interactive experiments using GLSL, WebGL, Processing, Python, C++, and JavaScript.

Education

BSc Music Technology & Audio Systems - 2:1
University of Huddersfield | 2002 – 2005

Coursework included C++, PIC microcontroller programming, audio DSP, and creative programming.

Interests

Creative coding, generative art, music, photography, electronics, and the outdoors.