



CAREER PROFILE

Software Developer with 10+ years of experience in native mobile development & backend development.

My forte is in mobile development, specifically native iOS & native Android development.



EXPERIENCES

Senior iOS Engineer

ANZ

Sep 2020 - Present

At ANZ, I play an integral role in the evolution of ANZ Plus. This sophisticated platform is not only secure but also designed to foster enhanced financial habits. With ANZ Plus, users can delve into a breakdown of their expenditures by category, establish savings objectives with ease, and benefit from innovative and state-of-the-art features.

Lead Mobile Engineer

GraysOnline

Oct 2019 - Sep 2020

At GraysOnline, I served as the lead mobile developer, a multifaceted role that placed me at the forefront of our mobile strategy. Leading the charge in developing native iOS and Android applications, I collaborated closely with the Project Manager and Head of Engineering. Together, we translated business requirements into actionable tasks, ensuring seamless integration of new functionalities and swift resolution of bug fixes within the native applications.

Senior iOS Engineer

Sentral

Oct 2018 - Oct 2019

At Sentral, I wore multiple hats as the lead mobile applications developer and the acting product manager. Entrusted with the helm of our mobile strategy, I spearheaded the development of our native iOS and Android applications. I took an active part in curating and prioritizing the features, ensuring that every new functionality introduced was in line with our strategic goals and user needs.

iOS Engineer

Only About Children

Feb 2017 - Oct 2018

At Only About Children (OAC), I bridged the communication between the development team and senior leadership. Taking the helm of development, I established and implemented coding standards to ensure consistency and quality across the team's output. Our primary focus was twofold: refining the application that enables educators to communicate with parents, and enhancing the platform that empowers management with admin functionalities and business data monitoring.

Software Engineer

The IoT Group

Aug 2015 - Feb 2017

At The IoT Group it was my responsibility to oversee the designing, development, testing and deployment of the iOS and Android mobile applications. My responsibilities also included server-side development and low-compute cost vision system development (facial detection + facial recognition). I would oversee and manage contractual in-house developers, and travel to China to act as project manager for the applications being developed by our Chinese partners and suppliers.

Software Engineer

CompSol

Jul 2014 - Aug 2015

As a Software Developer at CompSol, I was responsible for creating and developing native iOS and Android applications for our clients. There was a wide variety of applications I was responsible for, ranging from a Point of Sales System, to an application that acts as a tool of communication for a secondary school.



Will Lumley

Senior Software Engineer

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EDUCATION

Bachelor of Computer Science

Major in Cyber Security

Charles Sturt University

2020-2025



PROJECTS

For a complete list of my projects, please visit <https://lumley.io/projects>



SKILLS

iOS & macOS - Swift 6

iOS & macOS - Objective C

UIKit & SwiftUI

Github Actions

Cocoapods, Carthage, SPM

Android (Kotlin & Java)

Laravel (4 to 6.x)

AWS Infrastructure Stack

C, C++

OpenCV3

Arduino

Raspberry Pi (and other various SOCs)

MySQL, MSSQL, Sqlite 3

HTML, CSS & Javascript



EXPERIENCES

Junior iOS Developer

Jul 2012 - Jul 2014

Alive Mobile

At Alive, I worked on projects for high-profile clients, delivering software used by thousands across Australia while being mentored by experienced iOS engineers. My work ranged from enterprise iOS applications for Surf Life Saving Australia to interactive kiosk systems deployed in Echo Entertainment casinos nationwide. These projects combined polished user experiences with robust engineering to meet demanding client and performance requirements.



HIGHLIGHTED PROJECTS

View all projects at <https://lumley.io/projects>

AsyncCombine - Swift Concurrency Operator Library

Swift, Async/Await, Open Source

Created an open-source library bringing Combine-style operators to Swift's async/await world, enabling pipelines with sink, assign, and cancellable storage. Designed an idiomatic API that interoperates with existing Combine code while supporting fully async data flows.

Smart Garage Door - HomeKit-Enabled IoT Retrofit

ESP32, HomeKit, Embedded C++

Retrofit a legacy garage opener using an ESP32 microcontroller to create a fully HomeKit-compatible smart door accessory. Implemented Wi-Fi provisioning, relay control, state reporting and safety logic. Added a voltage-monitoring tool to diagnose real-world drop issues during prototype testing.

ANZ Plus - Personal Banking Platform

iOS, Swift, SwiftUI, MVVM, Concurrency

Key contributor to the ANZ Plus mobile app, enhancing customer experience through secure onboarding, money management tools, forecasting features and transaction personalisation. Designed and delivered native iOS features using Swift Concurrency and scalable modular architecture.

Math Marathon - Educational Arithmetic Game

Swift, SpriteKit, SwiftUI

Built an engaging maths-training game focused on speed, repetition and improvement tracking. Implemented a smooth SpriteKit gameplay engine, adaptive difficulty scaling and detailed performance statistics to support long-term learning and engagement.

FaviconFinder - Website Favicon Discovery Library

Swift, Networking, Open Source

Developed a lightweight Swift library that resolves favicons from multiple potential sources including root paths, HTML <link> tags, manifests and custom filenames. Implements a multi-stage fallback pipeline and asynchronous fetching for reliable results across diverse websites.



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