

Stan Kolesnik, Mobile Software Architect & Engineer

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Architecture Case Studies & Projects Portfolio: www.softwareright.co.uk

Profile / Summary

A solutions-focused **Mobile Software Architect & Engineer** with over 15 years' experience delivering cutting-edge cross-platform mobile solutions using **Flutter, MAUI (Xamarin) and React Native**. Proven track record delivering enterprise-grade mobile applications across finance, healthcare, government, and technology sectors.

Hands-on **Technical Leader** combining deep architectural expertise with practical engineering capability to deliver robust, scalable, and maintainable apps that meet both technical requirements and business objectives.

Effective Communicator bridging stakeholders and engineering teams to ensure transparency, trust, and collaborative delivery. Equally effective as an individual contributor or leading distributed teams.

Key Skills

- Technical architectural and hands-on engineering leadership for mobile apps and supporting backend APIs.
- Expert knowledge of cross-platform frameworks, facilitating platform selection and tech stack decisions.
- Specialist in delivering complex enterprise mobile requirements including scalability, performance optimisation, adaptive UIs, offline synchronisation, modular architectures, white-labelling, and framework/SDKs.
- Security and compliance expertise including PCI-DSS, biometric authentication, MDM integration, and bespoke authentication solutions.
- Definition and enforcement of software quality assurance controls, architectural principles and practices to ensure robust, scalable, and maintainable codebases.
- Expertise in UX/UI design and wireframing for consumer and enterprise mobile applications.
- AI-accelerated software delivery via agent-focused specifications and context management techniques.
- Deep knowledge of the full software development lifecycle, including requirements, design, planning, development, testing, deployment, build automation, and maintenance.

Notable Projects / Highlights

iProov required specialised skills to develop replacement mobile app for California DMV to enhance functionality and generate operational efficiency using iProov's biometric authentication technology. Engaged as Mobile Technical Architect, to provide the solution. Studied project plan; set-up scalable and future proof architecture; produced Wireframes, ensured alignment with business goals; developed the app; tested; integrated with security gateway; overcame internal obstacles; and rolled-out. Succeeded in creating a new mobile app to significantly boost the client's operations and meet its evolving needs. [View Case Study](#)

Vanquis Banking Group's was unknowingly developing a new business-critical mobile app ineffectively. As Mobile Technical Architect, identified the problem, seized the initiative, and took action to resolve. Engaged with stakeholders (e.g. Eng. Director, Enterprise Manager and Product Manager) to articulate concerns; made recommendations and gained 'buy-in'; appointed to lead development; repaired deficiencies, created architectural runways and applied retrospective fixes. Succeeded in creating robust architecture for the mobile app, enhanced the products functions, and streamlined delivery.

Leeds City Council required a new Corporate Mobile Platform capable of utilising electronic forms to collect data. Engaged as Senior Mobile Architect to create and deliver the platform. Collaborated with PM, SA, and Developer; developed platform components, e.g. framework, Wireframes, APIs, patterns, and mobile app for Social Care Financial Assessment; mentored Developer; oversaw UAT to ensure meets user requirements; and rolled-out. Succeeded in developing a pioneering technical platform to replace the paper-based system, and facilitated fast and accurate financial assessments in the field.

Technical Skills

- **Mobile Development:** Flutter, MAUI (Xamarin), React Native, Avalonia for iOS, Android, Windows, Mac OS.
- **Architectural Patterns:** MVVM, MVI, MVP, Layered Architecture, Clean Architecture.
- **State Management:** BLoC/Cubit, Riverpod, Provider, Redux, Context API, Compiled Binding, Observables.
- **Backend Development:** RESTful APIs, Azure Services, .Net, REST, SOAP, JSON, XML, Protobuf.

- **Test:** Mockito, Flutter Test, MS Test, NUnit, Moq, Jest, RN Testing Library, Detox.
- **Cloud & DevOps:** Azure, Google Firebase, Azure DevOps, GitHub, GitLab, BitRise, Fastlane, Sentry, Atlassian Jira, Figma.
- **AI & Automation:** AI-accelerated software delivery via context engineering, agent-focused specifications, and structured prompt design using Anthropic and OpenAI LLMs.
- **Enterprise Capabilities:** Design Patterns, SOLID Principles, Layered Modular Architecture, White Labelling, App Factories, State Management, Offline Data & Sync, Framework & SDK development, UI Theming, MDM.
- **Languages:** Dart, C#, Swift, Kotlin, JavaScript, TypeScript.
- **Databases:** SQL Databases, Azure SQL, Cosmos DB, Postgres SQL, MS Entity Framework, SQLite.
- **Security:** OAuth, OIDC, Security Protocols, Anti-tampering, Biometric Auth.

Professional Experience

Fundsmith LLP, London, United Kingdom

Senior Mobile Architect

November 2025 – Present

Fundsmith is a London-based investment management company

Return engagement to migrate the existing Xamarin app to .NET MAUI, transition DevOps to Azure, strengthen security controls and implement device tampering detection, expand test coverage.

Slimming World, Derbyshire, United Kingdom

Mobile Technical Architect

November 2024 – October 2025

Slimming World is the UK's leading weight management company, operating over 3,500 consultant-led groups

- Defined front-end high-level architecture to strategically re-engineer the company's core product, enhancing reliability, scalability, and user experience whilst supporting business migration to Salesforce.
- Designed multi-app architecture patterns for React Native, established offline capability options, inter-device communication patterns, and backend integration layer including Salesforce APIs via Heroku.
- Delivered high-level design of digital member card solution with NFC-cards and Apple/Google wallet integration.
- Enforced security standards and best practices, providing technical governance, feasibility assessments, and comprehensive documentation.
- Engaged closely with stakeholders across business, product, and technical teams to uphold design quality.

iProov Ltd, London, United Kingdom

Mobile Software Architect & Engineer

March 2023 – December 2024

iProov is a global leader in biometric verification, specialising in real-time identity authentication

- Led architectural overhaul of the California Department of Motor Vehicles' mobile app using Flutter technology for iOS and Android platforms.
- Orchestrated the design process with user-centric approach, integrating complex functionalities including web HTML content embedding and iProov biometric identity verification.
- Engineered adaptive layouts for device form factors to serve California DMV's diverse mobile user base.
- Implemented robust security measures including iProov biometrics to fortify the app against unauthorised access in line with stringent regulatory standards.
- Collaborated closely with cross-functional teams to ensure alignment with project milestones and created a cohesive development environment to ensure the deployment of the revamped mobile client.

Vanquis Banking Group, London, United Kingdom

Mobile Technical Architect

February 2021 – February 2023

Vanquis Banking Group is an FTSE-listed specialist bank serving 1.75 million UK customers

- Led technical design and delivery of new mobile banking app using Flutter technology, providing architectural guidance and design assurance throughout the project.
- Established an Architectural Runway for the Flutter project, produced low-level designs, architectural principles, and design patterns for complex app architecture to deliver scalability, modular architecture, white-labelling, and code reusability.
- Conducted thorough current state analysis of the existing Xamarin app and assisted with establishing the Technical Design Authority.
- Provided technical architecture support for implementation of Card Payment, Apple Pay, Google Pay, and 3DSV2.

- Utilised Flutter, Dart, Xamarin Forms, MAUI, and .Net Core 5 APIs, with third-party services including WSO2, Realex, Fiserv, and Adobe Analytics.

Fundsmith LLP, London, United Kingdom
Senior Mobile Architect

September 2020 – January 2021

Fundsmith is a London-based investment management company

- Architected, designed, and implemented a Xamarin Forms mobile client (iOS/Android Phone/Tablet) to complement the company's web client, providing access to client services.
- Implemented secure authentication with biometrics, remotely driven configuration of app features, adaptive layouts, and integration of web HTML content.

Leeds City Council, Leeds, United Kingdom
Senior Mobile Architect

July 2019 – November 2020

Leeds City Council is a metropolitan district council providing local government services to the City of Leeds

- Designed and implemented components of a Corporate Mobile Platform enabling the council to build enterprise mobile apps for complex digital form filling.
- Developed Azure-based .Net Core RESTful APIs and reusable Xamarin Forms mobile app SDK for data capturing on Windows UWP and Android apps.
- Led architecture, UX/UI design, and hands-on development of the first app for automating the Financial Assessment & Benefits process. Provided developer mentoring.

Bis-Web Ltd., Bicester, United Kingdom
Mobile Solutions Architect & Engineer

2016 – 2020

Bis-Web Ltd. is a software development company

Throughout multiple engagements, developed cross-platform enterprise app using Xamarin Forms for business continuity plan distribution, featuring AES encryption, biometric authentication, and MDM integration. Delivered supporting .NET API and Azure Notification Hub migration.

Micad Systems, Manchester, United Kingdom
Mobile Software Architect & Engineer

2017 – 2018

Architected and developed cross-platform enterprise auditing app using Xamarin Forms for clients including NHS hospitals, BBC, and Barclays Bank. Delivered adaptive UX/UI across device form factors, RESTful API integration, and complex, high-performance offline-capable data synchronisation.

Secure Cloudlink, London, United Kingdom
Mobile Software Architect & Developer

2015 – 2017

Throughout multiple engagements, designed and developed MFA authentication solutions using Xamarin Forms and Swift, including high-level architecture, UI wireframes, RESTful APIs, and integration with third-party authentication providers.

Earlier Roles

- 2014 – 2015: R/GA Digital Agency: Mobile Software Engineer
- 2012 – 2014: GenieConnect Limited: Mobile Application Developer
- 2012 – 2012: Monitise PLC: Lead Mobile Software Architect
- 2012 – 2012: Symphony Teleca Ltd: Lead Mobile Software Architect
- 2009 – 2011: Deutsche Telekom: Senior Mobile Software Architect
- 2001 – 2009: Carphone Warehouse Plc: Systems Designer

Education

- Certified Xamarin Developer – Xamarin University
- Computer-Aided Design – Donbas State Machine-building Academy, Kramatorsk, Ukraine
- Specialist Degree in Electro-Mechanical Engineering – Kramatorsk Machine-building College, Ukraine

Personal Details

- Nationality:** British Citizen