

Daniel Baker

Full Stack Engineer

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Favourite/Key Projects Worked On

- Meta Quest 3 & Horizon OS
- Sky Glass TV OS & Apps
- Sainsburys SmartShop Scanners OS & Software
- Tally/Barraq Banking app
- Marks & Spencers Scanner Design System & Apps
- One World Trade Centre - Observatory AR Experience

Focused Language/Technology Stack

- Android (Java & Kotlin)
- Node (Next.js, Express, Typescript, Javascript)
- React (Next.js, Vite, Typescript & Javascript)
- React Native (Expo, Typescript)
- iOS (Swift)

Experience

Motorway - Lead Engineer - February 2026 - September 2026

Key Achievements:

- Worked across 4 different projects, leading Android features from design to development

Duties and Responsibilities:

- Taking part in design and strategy for the project's upcoming features and long-term strategy.
- Managing small Android teams to deliver targets and features.

HoppSwap - Founder & CTO - November 2024 - August 2026

Key Achievements:

- Delivering projects to scale for web and mobile

Duties and Responsibilities:

- Hired and managed backend and front teams (2 backend, 2 frontend)

- Architect, plan & build Node backend (Typescript, Next.js), React website (Typescript, Vite) & React Native (Typescript, Expo) apps
- Work with other founders to build promotional decks and showcase the product's progress to the investors

Meta - Lead Software Engineer - August 2025 - October 2025

Key Achievements:

- Led merge conflict project for Horizon OS (8 engineers in total)

Duties and Responsibilities:

- Fixing and maintaining code merge conflicts in Java and Kotlin.
- Directing and assisting others in matters of Android and AOSP.

Marks & Spencers - Lead Software Engineer - October 2024 - June 2025

Key Achievements:

- Led team of 3 engineers to convert colleague apps to MVI architecture with compose and coroutines
- Developed and maintained internal Android SDKs for shared design components and analytics, enabling faster development and consistency across teams.

Duties and Responsibilities:

- Refactoring of existing projects
- Investigating ways of improving processes and ways of working, particularly in building platform sdks

Monument - Lead Android Engineer - January 2025 - March 2025

Key Achievements:

- Adding gradle platform bill of materials for re-usable platform versioning
- Implement new reusable theming
- Refactor Onboarding feature
- Designed and delivered white-labeled theme SDKS, supporting a Banking-as-a-Service product suite.

Duties and Responsibilities:

- Refactoring of existing projects
- Investigating ways of improving processes and ways of working

Meta - Senior Software Engineer - September 2024 - December 2024

Key Achievements:

- Successfully fixing the CTS test suite for Meta Horizon OS

Duties and Responsibilities:

- Fixing and maintaining AOSP CTS tests in Java and Kotlin.
- Assisting others in matters of Android and AOSP.

Sainsburys - Lead Software Engineer - August 2023 to September 2024

Key Achievements:

- Led the team in all matters mobile and Android and part of the hiring process for new additions.
- Switched to modern MVI architecture with Compose, Hilt and Coroutines
- Built and maintained internal SDKs for shared networking, login, and automated testing, accelerating feature development and standardizing code quality.
- Creating React website for hybrid browser support

Duties and Responsibilities:

- Maintain and create new features for Sainsburys AOSP devices
- Monitor releases and help stores when implementing new features
- Fix bugs and issues

Technologies, Methodologies & Tools:

ReactJs, Kotlin, Jetpack (Compose, Navigation, ViewModel, LiveData), Retrofit, Hilt, Coroutines, Room, MVI

Origin - Lead Android Engineer - April 2023 to June 2023

Key Achievements:

- Identified issues with database, refactored and simplified to reduce errors

Duties and Responsibilities:

- Identify issues with current app
- Rebuild database
- Fix bugs and issues

Technologies, Methodologies & Tools:

Jetpack (Compose, Navigation, ViewModel, LiveData), Retrofit, Koin, Coroutines, Room, MVI

Haneke Design - Lead Software Engineer - March 2022 to June 2023

Key Achievements:

- Built a complete AR solution with BLE technology for interacting with the NY skyline
- Built React Native apps for goods delivery company

Duties and Responsibilities:

- Maintain and build new features across 9 applications
- Liaise with teams to build software and hardware solutions for clients

Technologies, Methodologies & Tools:

React Native (Javascript), Jetpack (Compose, Navigation, ViewModel, LiveData), Retrofit, Hilt/Dagger, Koin, BLE, Coroutines, RxJava/RxKotlin/RxAndroid, MVP, MVVM, MVI

Tally/Barraq - Head of Android - May 2022 to February 2023

Key Achievements:

- Built a complete and fully scalable banking application
- Hiring and managing a team of devs globally, started from 1 engineer to 10 in total.

Duties and Responsibilities:

- Organising 9 squads, across approx 40 features
- Giving mobile insight across all features from previous experience and help leading data and testing teams

Technologies, Methodologies & Tools:

Kotlin, Coroutines, JetPack Components, Retrofit 2, Hilt, JUnit, Gitlab CI/CD, Scrum, MVVM

Sky - Lead Engineer - July 2021 to May 2022

Key Achievements:

- Implemented clean architecture with MVVM, Hilt and Compose
- Added and maintained first React Native apps for Sports department
- Implemented testing framework to existing apps and new apps
- Created react web apps that were used with Android and iOS devices

Duties and Responsibilities:

- Planning and development of AOSP and web apps

- Point of reference for Compose and testing with Hilt

Technologies, Methodologies & Tools:

React (Javascript), React Native (Javascript) and Android (Kotlin)

Realitech/STC Pay - Lead Engineer - June 2020 to September 2021

<https://play.google.com/store/apps/details?id=sa.com.stcpay>

Key Achievements:

- Implemented clean architecture with MVVM.
- Implemented brand redesign and many high value features.

Duties and Responsibilities:

- Planning and development of major codebase refactor.
- Adding, planning and grooming sprint work.

Technologies, Methodologies & Tools:

Kotlin, Rx, JetPack Components, Retrofit 2, Hilt, JUnit, Jenkins, Git, Scrum, AndroidX, MVVM, View Binding, TDD

Thortful - Lead Engineer - June 2020 to May 2021

<https://play.google.com/store/apps/details?id=com.thortful.app>

Key Achievements:

- Creating the first release of the Thortful Android app.
- Setup clean architecture and modularise codebase.

Duties and Responsibilities:

- Development of consumer Android app.
- Adding, planning and grooming sprint work.

Technologies, Methodologies & Tools:

Kotlin, Coroutines, JetPack Components, Retrofit 2, Hilt/Dagger, JUnit, Jenkins, Git, Scrum, AndroidX, MVVM, View Binding, TDD

AND Digital/British Airways - Lead Engineer - March 2020 to April 2020 (ended early as BA cancelled all contracts due to COVID-19)

<https://play.google.com/store/apps/details?id=com.ba.mobile>

Key Achievements:

- Complete mapping of app network models for all future planned work.

Duties and Responsibilities:

- Development of consumer Android & iOS apps.
- Point of contact for mobile strategy with new features.
- Adding, planning and grooming sprint work.

Technologies, Methodologies & Tools:

Kotlin, Java, JetPack, RxJava, RxAndroid, Retrofit 2, Dagger, JUnit, Bitrise, Git, Scrum, AndroidX, AppCenter, MVVM, TDD

Discovery - Lead Engineer - June 2019 to March 2020

<https://play.google.com/store/apps/details?id=com.discovery.dplay>

Key Achievements:

- Managing Dynamic-Ad Insertion project.
- Merge 5 separate, flavored apps into one single binary app.
- Major refactors to Core and Player modules.

Duties and Responsibilities:

- Development of consumer Android & iOS apps.
- Point of contact for Android strategy for new features.
- Adding, planning and grooming sprint work.
- Working with test teams to create instrumentation tests.

Technologies, Methodologies & Tools:

Kotlin, Exoplayer, DAI libraries, Java, RxJava, RxAndroid, Retrofit 2, Dagger, JUnit, Swift, CocoaPods, RxSwift, POP, TravisCI, Git, Scrum, AndroidX, Firebase, MVVM, TDD

FarePilot - Lead Engineer - February 2018 to June 2019

<https://play.google.com/store/apps/details?id=com.farepilot>

Key Achievements:

- Android app rating increased from 3.2 to 4.4.
- Reduce app crash rate from 2% to 0.08% on Android and 0.6% on iOS.
- Introduced MVP framework CI, Unit and UI tests (currently 35% coverage)
- Update iOS codebase to Swift

Duties and Responsibilities:

- Development of consumer Android and iOS apps.
- Managing mobile strategy and development teams.
- Pair programming and reviewing for key features.
- Testing, refactoring, performance optimization and bug smashing.

- Adding, planning and grooming sprint work.

Technologies, Methodologies & Tools:

- Kotlin, Java, Swift, CocoaPods, RxSwift, RxJava 2, RxAndroid, Moya, Retrofit 2, Dagger, JUnit, Mockito, Espresso, CircleCI, Git, Scrum, AndroidX, Firebase, MVP, TDD

Talisker Whisky Atlantic Challenge - Nuts Over The Atlantic - January 2016 to February 2018

I was part of a four-man team rowing 3000 miles across the Atlantic ocean in order to raise money for The Movember Foundation. The race itself took part between December 2017 - February 2018, hence the gap in my employment.

Key Achievements:

- Finishing 3rd in our race category.
- Raising 30k for the Movember Foundation.
- Not killing each other (4 guys in a confined space for 50 days... it was hard).
- 10 x 36hr rowing events in 9 cities across the UK.

Duties and Responsibilities:

- Creating the team website and social media platforms.
- Design all marketing banners, posters, leaflets etc.
- Collaborating with businesses for sponsorship opportunities and promotional events.

Argos Plc - Senior Android Developer - April 2015 to November 2017

<https://play.google.com/store/apps/details?id=com.homeretailgroup.argos.android>

Key Achievements:

- When I joined the app was hitting the 65K method limit, we managed to get that down to 35K without losing any of the key functionality within the app.
- Reduce app crash rate from 1.3% to 0.05%.
- Complete iterative refactor of the entire app, including major networking updates and architecture.

Duties and Responsibilities:

- Development of consumer Android shopping app.
- Guiding graduates into Android development.
- Testing, refactoring, performance optimization and bug smashing.
- Adding, planning and grooming sprint work.
- Integrating with API teams to help design for both web and app usage.
- Pair programming and peer reviews for key features.

Technologies, Methodologies & Tools:

- Kotlin, Java, RxJava 2, Retrofit 2, Dagger, JUnit, Mockito, Espresso, Jenkins, Git, Scrum, Picasso, Butterknife, DataBinding, TDD, MVP and MVVM

BBC Worldwide and then later Immediate Media Co - Senior Mobile Developer/Scrum Master - August 2011 to April 2015

<https://play.google.com/store/apps/developer?id=Immediate+Media+Co>

Key Achievements:

- Started as a PHP developer, transitioning into iOS development, then Android development.
- Created the API and publishing system still used by the apps.
- Launched the company's first Android and iOS apps for over 20 titles.

Duties and Responsibilities:

- Android (Java) and iOS (Objective-C) Development
- Drupal Module Development & Design
- Agile/Scrum team management
- Rest API management
- Project planning & management
- Guiding graduates into Android development.

Technologies, Methodologies & Tools:

- Java, Objective-C, PHP, Drupal, SQL, Retrofit, Dagger, JUnit, SVN, Scrum, Picasso

Education

University of the West of England - 2007 to 2010 - BA (Hons) Web Design

Modules:

- Media Technologies
- Human-Computer Interaction
- Information Architecture
- Systems Development
- Web Design Principles
- MVC Programming

Interests

Travelling; exploring new technologies; playing or watching pretty much any sport; going to meetups; hanging out with friends; reading; the odd curry night or pub quiz.

Languages

English