

Marton Biro

STAFF MOBILE ENGINEER · MOBILE PLATFORM

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English, Hungarian

Mobile engineer with **10+ years** who still ships end to end. Right now I write production **Flutter** with **Claude Code** and agentic workflows: **mnite**, a consumer app live on iOS and Android, built solo in two months, backend included. Before that I built the multi-tenant CI/CD platform that delivered **150+ white-label apps to 80+ enterprise clients** and took a client release from **3 days of manual work to 20 minutes**, designed an Android SDK that external developers build on, and set the mobile architecture at a US startup that carried it through a **2022 acquisition**. Eight of those years fully remote with US companies.

AREAS OF EXPERTISE

Flutter (Dart) · Android (Kotlin, Java) · iOS · SDK & API Design · Mobile Architecture · Multi-Tenant CI/CD (CircleCI, Jenkins, Fastlane) · Multi-App Release Systems · AI-Assisted Development (Claude Code) · Supabase, Firebase, GCP, AWS · Backend & Database Design · Technical Direction

PROFESSIONAL EXPERIENCE

Independent

Oct 2024 - present

Senior Mobile Engineer (freelance)

Remote

Building mobile products end to end. Flagship: mnite (Movie Night), a consumer movie-matching app for couples and groups, live on iOS and Android.

- Built the whole mnite stack in 2 months, AI-first with Claude Code: Flutter apps for both platforms, the Supabase and Firebase backend and database, and the store releases.
- Designed the data model and matching logic behind taste profiling, group invites, and match scoring.
- Own the release pipeline for both stores, from signing and build config to store review.
- Alongside the build, consulted on mobile architecture and systems design, reviewing the work of senior mobile, backend, and full-stack engineers.

Avionté

Jan 2022 - Nov 2024

Director of Mobile

Remote

Owned the mobile architecture and delivery for Avionté's enterprise workforce platform after it bought WorkN.

- Built the multi-tenant CI/CD platform (CircleCI, Jenkins, Fastlane) that shipped 150+ white-label apps to 80+ enterprise clients, and cut a client release from 3 days of manual work to 20 minutes.
- Designed the release architecture that moved the fleet, about 160 iOS and Android apps, from quarterly to monthly cadence.
- Kept the fleet shipping through the WorkN and Avionté codebase merge, owning the mobile architecture through the integration.
- Worked hands-on across architecture review and problem-solving with the 8-person mobile team.
- Worked through Deverest, my consultancy.

Array

Jun 2020 - Jul 2022

Android SDK Engineer *(part-time)*

Remote

- Designed an Android SDK for developers building on the platform: the API surface, integration ergonomics, and the developer experience around it.
- Led technical discussions across integration workstreams with customer engineering teams.
- Wrote the technical assessments used to screen mobile developers.

WorkN

Sep 2016 - Jan 2022

Tech Lead, Head of Mobile

Remote

First mobile engineer at this US workforce-tech startup, building the mobile product from nothing.

- Set the mobile architecture and release process the team kept running for years, through the 2022 Avionté acquisition.
- Grew mobile over five years from one app into the core of the platform.
- Worked through Deverest, my consultancy.

Earlier: Independent Consultant, Hiflylabs

Mar 2014 - Sep 2016

Android & Software Engineer

Budapest, Hungary

- Built Android, cross-platform, backend, and .NET projects for startups, government, and BI clients, working directly with C-level executives.

EDUCATION

Budapest University of Technology and Economics

2011 - 2015

BSc, Computer Software Engineering

Budapest, Hungary