Brody Childs

Multidisciplinary Engineer Across Software, Systems, and Story

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About

Engineer who takes work from zero to shipped across the whole stack: native mobile apps, backend services, build and release infrastructure, and AI development pipelines. Equally at home in front of customers, and an independently published novelist who built the toolchain behind the books. Looking for multi-domain work that uses the whole range.

Experience

Senior Software Engineer *Aug 2021 – Sept 2026*
HqO

- Consolidated 8 mobile repositories into one monorepo with its CI cascade, build scripting, mock release cycle, and legacy archival. The Android team adopted the pattern wholesale from my breakdown.
- Built the team's AI development pipeline with per-module convention files, 5 domain agents, and a 5 stage plan, implement, test, pull request, and review chain gated by human approval at each step.
- Extended past mobile into production backend work, shipping reviewed production changes to 4 unfamiliar TypeScript and Node services, including an end to end single sign-on flow for white label apps.
- Sole author of 2 internal tools running CI across a white label application fleet, including fleet configuration as code with drift detection. Also built iOS UI test automation from zero and specified its Android port.
- Cut application startup time by 47% on standard networks and 70% on degraded ones against a 25% target, building the measurement tooling to prove it and closing a production incident with the same change.
- Specified hundreds of tickets across iOS, Android, and backend, with 9 other engineers delivering cross-platform work from my specs, plus the tech plans and runbooks the team worked from.
- Technical point of contact on site for a building's mobile access launch, onboarding tenants at the entrance. 67% of occupants used phone access in 2 weeks, against typical launches under 20%.
- Architected one swappable interface over 17 third-party vendor SDKs, so one codebase ships as roughly 240 individually configured apps to some of the largest commercial landlords in New York, London, and Toronto.

Software Engineer *Apr 2019 – Aug 2021*
Independent

- Took a client iOS application from a napkin sketch to the App Store in under a year as sole engineer, then supported it as real usage grew the feature set.
- Designed, built, and released an original iOS game solo, prototyped in C++ and rebuilt in Swift with in-app purchases and Game Center. The interface component library written for it went on to back every access screen in the HqO product.

Mobile Software Engineer *May 2017 – Aug 2020*
Biomass Controls

- Built and maintained the iOS and Android apps operators used to control Biogenic Refineries, industrial waste to energy units running in a test lab and at field sites in India, plus the AWS hosted PHP and SQL backend APIs behind them.

Writing & Publishing

Illegal Astronauts *Jan 2026 – present*

- Wrote, designed, and independently published the debut novel of a science fiction series, roughly 72,000 words, compiled from one Markdown manuscript into a commercial EPUB and print-ready interior by a custom Python toolchain.
- Ran the operation solo, from cover art and a search-optimized website to newsletter, paid advertising, and ISBN registration, recovering its direct costs.

Skills

Platform & Infrastructure: Monorepo architecture, CI/CD, CircleCI, Bitrise, configuration as code, release automation, Maestro, Datadog, LaunchDarkly, SSO and OIDC

AI & Agentic Development: Claude Code, MCP servers, agent pipeline design, subagent architecture, prompt engineering, tool gating, LiteLLM, Pydantic, LLM assisted code review

Languages & Frameworks: Swift, Objective-C, Python, TypeScript, NestJS, Node, SQL, PHP, UIKit, SwiftUI, SQLite

Education

University of Vermont *Aug 2016 – May 2020*
BA in English and Minor in Computer Science