Adelina Bianchi Principal Mobile Engineer

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PROFILE SUMMARY

- **Principal Mobile Engineer** with **12 years** in **hospitality and banking apps**, now setting architecture and release standards for the **iOS and Android apps** of a global hotel loyalty program.
- Builds with **Kotlin**, Swift and Objective-C, **Jetpack Compose**, SwiftUI and UIKit, **Kotlin Multiplatform**, GraphQL, Fastlane and Jenkins, and Datadog RUM with Firebase Crashlytics.
- Strongest in **mobile architecture**, **release trains**, **build and CI speed** and **shared code decisions**, using written proposals, small pilots and per-release budgets that every squad can check.
- Works with **engineering directors, product, the API platform team, security and the mobile DevOps engineers** across a large digital organization, from roadmap planning to release reviews.
- Co-runs the **monthly mobile architecture review** with the other iOS and Android principals, mentors senior engineers on both platforms, and sits on the hiring loop for mobile roles.

TECHNICAL SKILLS

Languages:	Kotlin, Swift, Objective-C, Java
iOS & Android UI:	Jetpack Compose, SwiftUI, UIKit, Android Views, VoiceOver, TalkBack
Cross-Platform & Shared Code:	Kotlin Multiplatform, SKIE, React Native (evaluated)
Architecture & Concurrency:	MVVM, Kotlin Coroutines, Swift Concurrency, Hilt, Gradle modules, Swift Package Manager
Data & APIs:	GraphQL, REST APIs, Room, Core Data, URLSession, Retrofit
Testing & CI/CD:	JUnit, XCTest, Espresso, XCUITest, Fastlane, Jenkins, GitHub Actions
Release & Monitoring:	App Store Connect, Google Play Console, Firebase Crashlytics, Datadog RUM, LaunchDarkly

EDUCATION

Università di Bologna — Laurea Magistrale in Ingegneria Informatica — Bologna, Italy · Sep 2009 to Mar 2014

WORK EXPERIENCE

Marriott International — Principal Engineer, Mobile — Bethesda, MD · Jun 2019 to Present

- Set the module boundaries and deep link routing contract for the **Marriott Bonvoy** iOS and Android apps (Swift packages, Gradle modules, MVVM), cutting cross-squad merge conflicts by **about 60%**.
- Wrote the shared code proposal and ran a 2-quarter **Kotlin Multiplatform** pilot for stay and reservation rules, then rolled it out to **7 squads**, retiring 3 duplicated rule sets between the apps.
- Moved both apps from monthly releases to a **2-week release train** with phased App Store releases, staged Play rollouts and LaunchDarkly kill switches, with **1 rollback** in all of 2025.
- Set crash and cold start budgets per release in **Firebase Crashlytics** and Datadog RUM, keeping crash-free users above 99.8% and cutting Android median cold start from 2.6s to **1.4s**.
- Worked with the mobile DevOps engineers to add remote build caching and module templates to the **Jenkins** and Fastlane pipelines, cutting average CI time from 52 to **18 minutes**.

Capital One — Senior Software Engineer, Mobile — McLean, VA · Jun 2014 to May 2019

- Built the offline cache and retry layer for account screens on **Room** and **Core Data**, cutting balance screen load on weak connections from 4.1s to **1.3s**.
- Shipped card lock and virtual card numbers on iOS (Swift, UIKit) and Android (Kotlin) with VoiceOver and TalkBack labels, closing **23 of 25** findings from an accessibility audit.
- Set up screenshot tests for both apps and ran UI tests on a device farm before each release, cutting UI bugs found by customers by **45%** over 2 years.