

CHRIS RIVERS

iOS Engineering Leader — AR, AI & IoT

Bristol, UK · chris@lofionic.co.uk · +44 7796 930 646 · lofionic.co.uk

PROFILE

iOS engineer with 10+ years shipping consumer apps across AR, IoT, and AI, from early prototype to commercial release. Equally comfortable as founding engineer building a product from scratch and as the leader building and running teams that ship it — most recently taking a pre-seed AI health app from barebones prototype to a full product, and previously building the mobile team behind an AR platform that closed a \$3.4M seed round.

EXPERIENCE

Founding iOS Engineer

Jan 2025 – Present

Pinnacle Intelligence

Pre-seed startup building an AI-driven performance and wellbeing app combining wearable data, computer vision, and generative AI.

- Sole mobile engineer on the team — single-handedly designed and built the entire app, growing it from a barebones prototype into a fully-fledged, multi-faceted product.
- Launched on Product Hunt, ranking in the top 5 Products of the Day.
- Built real-time wearable connectivity for heart rate and activity monitoring, plus HealthKit integration syncing sleep, activity and biometric data with Apple Health.
- Shipped an AI chat interface with real-time voice-to-voice conversation, and a computer vision pipeline measuring biometrics — including Heart Rate Variability and focus — from camera input.
- Designed a reusable visualisation framework for guided performance exercises (breathwork, meditation, microbreaks) and a gamified home screen surfacing activities and performance charts.
- Implemented a CI/CD system with automated testing and AI-assisted code review.

Key technologies: SwiftUI, Combine, Metal, RealityKit, AVFoundation, CoreBluetooth, HealthKit.

Founding iOS Engineer and Mobile Lead

Jan 2021 – Dec 2024

Hyper (formerly Dent Reality)

AR / indoor-navigation start-up. Hired as founding iOS engineer to build and run the mobile engineering team; promoted to Mobile Lead in Dec 2022.

- Scoped and led development of an SDK packaging the company's proprietary navigation technology into a marketable, licensable product.
- Delivered foundational technical work that helped secure the company's \$3.4M seed funding round, ahead of later developing the more advanced Floating Arrow system.
- Led development of the 'Floating Arrow' — a state-of-the-art AR navigation system that became the company's signature feature, guiding users through indoor spaces with real-time positioning and AR rendering.
- Delivered commercial pilots and trials with major retailers including Marks & Spencer, Sainsbury's, IKEA, Target and Home Depot — from flagship in-store navigation apps to SDK integrations — working closely with client engineering and product teams, including periods on-site.
- Grew the company from a single-developer codebase into multiple teams with an established engineering culture, growing the team six-fold along the way; hired and technically assessed iOS and Android engineers, with broader input into design and product hiring.
- Built the CI/CD pipeline from scratch across internal, external and production channels (TestFlight, Firebase, AppCenter).

Key technologies: SwiftUI, Combine, RealityKit, SceneKit, CoreLocation.

Mobile Applications Developer (iOS)

Nov 2017 – Jan 2021

Dyson

- Built connectivity features for Dyson Link across the company's full range of connected products — including air purifiers, lighting, robot vacuums and wearables — working across Bluetooth, MQTT and HTTP protocols and contributing to REST API contract design.
- Led iOS implementation of the LiDAR-based home-zoning feature for the robot vacuum cleaner, using spatial mapping to segment and target-clean individual rooms.
- Developed live visualisation of real-time air quality metrics from air purifiers and the Dyson Zone wearable air-purifying face mask.
- Led hackday projects that introduced AR and voice-control features to the app, both later shipped as production features.
- Contributed to the launch of Dyson Link version 3, a major relaunch of the app, helping grow the platform to 1 million connected users during my time on the team.
- Worked in a 90% Swift codebase using RxSwift and MVVM, maintaining disciplined TDD across unit and XCUI test suites.
- Mentored junior and graduate engineers within a category-wide Agile team.

Key technologies: UIKit, RxSwift, RabbitMQ.

Junior iOS Developer → Android Developer → Software Engineer

Aug 2014 – Nov 2017

Future Plc

- Built features on the FutureFolio platform, first on iOS and then bringing Android into alignment, working directly with enterprise clients including UBS.
- Delivered revenue-critical iOS features generating £20k+ in additional monthly turnover.
- Diagnosed and resolved memory and crash issues using Instruments, cutting crash reports by 95%.

Digital Production Assistant

Oct 2013 – Aug 2014

Future Plc

Started here in a content curation and QA role for Future's iOS and Kindle apps — the entry point into development.

- Coordinated content from Future's editorial teams for its iOS and Kindle app portfolio — chasing submissions, fixing formatting issues, converting files, uploading to the CMS, and QA testing releases ahead of deadline.
- Developed native macOS tools to expedite content delivery and communicated across editorial, design and engineering teams to keep releases on schedule — work that led directly to a move into the Junior iOS Developer role.

INDEPENDENT PROJECTS

Lofionic — designed, built and shipped three iOS music apps (LF1 Monosynth, Duplicat, Mani) on proprietary Core Audio / Core MIDI DSP engines, written in Swift, Objective-C, C++ and C. lofionic.co.uk

Co-organiser, Hacking With Swift Live (2019–2020) — a 150-delegate iOS conference in Bath, later run as a four-day remote workshop series. Regular speaker/attendee at SWMobile.

EDUCATION

BSc (Hons) Music Technology, 2:1 — Staffordshire University (1998–2001)

A Level — Maths (A), English Literature (B), Computer Science (B) — Dauntsey's School, Wiltshire

AS-Level — Business Studies (A) — Dauntsey's School, Wiltshire

GCSE — 7 Grade A*–B, 1 Grade C — Dauntsey's School, Wiltshire