

Shaun Wuth

Director, Engineering

Highly technical senior leader of portfolios of development teams, with a wide range of experience, over 21 years, in enterprise software development. This varies from highly scalable Cloud-Native SaaS, Mobile & IoT Apps, and Financial Asset Management software to CRM, Business Intelligence, Data Analysis and Gaming. I believe in highly performant, elegantly architected, innovative, cost-effective, and robust software, developed by efficient and high-performing teams of passionate people. I have proven experience in leading a company and multiple teams taking excellent software to market.

Currently a Director of Engineering for a few value streams covering the Financial Platform (Global Disbursements), User Identity and Access Management (UIAM), and API, totalling roughly 65 engineers. Previously lead others teams including the Mobile, Search & Discovery, and Enterprise Controls teams at Benevity. Founder and previous Managing Director of Customised Applications, specializing in end-to-end development of native Mobile Apps, and their supporting infrastructure and back-end systems.

I have two children and consciously navigate the balance between delivering my all at work and being a good husband and father.



EXPERIENCE

BENEVITY

MAR 2020 → PRESENT · 4 YRS 11 MOS

Variety of enterprise software products aimed at Corporate Social Responsibility and Employee Engagement. Includes volunteering, granting, online giving and donation matching, amongst others.

DIRECTOR, ENGINEERING

MAY 2023 → PRESENT · 1 YR 9 MOS

- Accountable for 3 distinct value streams: Financial Platform, UIAM, API.
- UIAM solution to facilitate all authentication, authorization, and profile management in a multi-region, multi-tenant environment, for all products.
- Financial Platform powers payments, invoicing and disbursement of millions of dollars, monthly, across dozens of currencies globally, as well as the core back-end platform for Benevity's user-facing products.
- 100% commitment delivery for all teams' initiatives for 6 quarters straight, via best-practice standards for high-performing teams.
- Partnered with Product, Financial Operations, Design, and Client-Success to regularly align on the most value-driven priorities, and their successful delivery to market.

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Victoria, BC, Canada

English / Afrikaans

EDUCATION

BACHELOR OF SCIENCE IN ELECTRICAL ENGINEERING

UCT & WITS (Honours)

2000 → 2003 · 4 YRS

PRINCIPLES OF PROFESSIONAL PROJECT MANAGEMENT

Faculty Training Institute

2007

HIGH SCHOOL

St Stithians Boys' College

Grad 1999 – 5 Distinctions

SKILLS

PROFESSIONAL SKILLS

Teams Leadership

Business Management

Software Engineering

People Development

Product Management

Graphic Design

PERSONAL SKILLS

Dedicated and Accountable

Excellent Delivery Record

Excellent Communication

Fast and Life-Long Learner

Innovative Problem-Solver

Interact Well with People

Honest & Reliable

High Standards

Creative

- Introduced company-wide defect-management process to improve quality across all products.
- Experience working with internal teams as well as external contractors, and their successful integration into Product Development.
- Successfully mentored an individual from Development Manager to Director, 3 people to Development Manager, and 2 to Sr Staff Developer.

SOFTWARE DEVELOPMENT MANAGER

JUN 2021 → APR 2023 · 1 YR 11 MOS

- Accountable for Self-Serve Admin portfolio of teams bringing cost-saving and efficiency into the products and platform.
- Successfully taking 2 top-priority initiatives to market, across 4 teams, utilizing current products and creating new services integrating into these.
- Introduced best-practice standards (Coding, Quality, Process, Accountability) for high-performing teams to the portfolio.
- Lead teams in varying product areas, from Admin to Mobile, Search and Discovery, with between 8 and 24 direct reports.
- Lead portfolio-wide initiatives to improve code quality (SDT Guild), build pipeline performance and stability (CI/CD group).
- Facilitated the career growth of all these teams, with the successful promotion of more than several team members, and no voluntary departures.

STAFF DEVELOPER

OCT 2020 → JUN 2021 · 9 MOS

- Technical leader of 2 cross-functional teams: Mobile and Search & Discovery.
- Enhanced the iOS and Android architecture (Swift, Kotlin), supporting CI/CD infrastructure, as well as new features in the cloud-based Spark (PHP) application.
- Provided standards for, and mentored the teams, and launched improved features to increase user engagement.
- Solved complex authentication and security between Mobile and Web, as well as successfully implemented Okta SSO, and support for Mobile Device Management (MDM).

SENIOR MOBILE DEVELOPER

MAR 2020 → OCT 2020 · 8 MOS

- Development of the fully tested, native iOS and Android applications (Swift, Kotlin)
- Development and implementation of supporting services (PHP, Kotlin, Lambdas), and infrastructure.
- CI/CD for all the above (Jenkins, Bash, Fastlane).

DEVELOPMENT SKILLS

Swift (iOS)	★★★★★
Objective-C (iOS)	★★★★★
Kotlin (Android)	★★★★★
Java	★★★★★
SQL	★★★★★
CI/CD	★★★★☆
Cloud Native	★★★★☆☆
C++	★★★★☆☆
PHP	★★★☆☆
Java-/Type-Script	★★★☆☆
Node.js	★★★☆☆
Angular	★★★☆☆
Vue.js	★★★☆☆
C#	★★☆☆☆
Python	★★☆☆☆
SQL Server AS	★★☆☆☆

INTERESTS

Running (Trail/Road – Half- to Ultra-Marathon Distance)

Hiking

Cycling

Triathlon (70.3 IronMan)

Education

Music (Piano, Bass, Guitar, Composition & Production)

Family & Community

Technology

Privacy-centred software

Food

Graphic Design

Software Development

Product Development

CUSTOMISED APPLICATIONS · MANAGING DIRECTOR

MAY 2011 → MAR 2022 · 10 YRS 11 MOS

Mobile app development company, specialising in native Android and iOS mobile systems for a wide range of clients, from start-ups to large enterprises.

- Successfully developed and launched over 30 end-to-end native mobile apps and supporting SaaS products.
- Long-term client relationships in a large variety of sectors.
- Lead the company, and team of remote developers and designers. Involved both in strategy and actual writing of code.
- Developed robust, highly tested, reusable libraries of code to increase efficiency for apps, CI/CD and supporting back-ends and infrastructure.

FUNDAMENTAL SOFTWARE · SENIOR DEVELOPER

AUG 2008 → JUN 2011 · 3 YRS 9 MOS

Financial services IT company, specialising in the development of a desktop- and web-based financial asset-management platform.

- Implemented complex financial instruments' pricing models, front- and back-end systems in C#, and the .Net ecosystem.
- High transaction volume, and repeatable to-the-cent financial accuracy, for Middle and Back Office requirements of investment companies managing institutional, retail, hedge, and multi-manager funds.
- Design and implementation of new modules and facets to the product as well as mentoring and training of newer colleagues.



ACHIEVEMENTS

CHANGE AGENT AT BENEVITY 2024/25

Selected to be part of a small, cross-functional group of high-performing individuals leading innovation and change.

SEMI-FINALIST IN GLOBAL LEARNING XPRIZE COMPETITION 2017

Android-based education app in a custom ROM, to facilitate an autonomous learning environment for children living in remote areas of the world. Read more about the competition here: <http://leaptoknow.com/competition/>

WINNER OF AFRICA ANDROID CHALLENGE 2012

Mobile App Parent & Baby Handbook. It was an application providing answers and advice from a selection of the world's most renowned books on parenting.



PRIOR EXPERIENCE (2004 - 2008)

CONSULTING SOFTWARE ARCHITECT AND DEVELOPER · 11 MOS

FORWARD SLASH · PRODUCT PROJECT MANAGER · 6 MOS

CORTELL · SENIOR DEVELOPER & BIS CONSULTANT · 1 YR 2 MOS

EBAM SYSTEMS · TECHNICAL LEAD · 2 YRS

REFERENCES

I would be very happy to provide a set of references at your request.