Corey Baines

Principal Engineer, Web and Mobile Platform Architecture

Corporate Interactive · Sydney, Australia

EMAIL corey@spiritdevs.com
GITHUB github.com/coreybain
SITE coreybaines.com/resume
LINKEDIN linkedin.com/in/coreybaines

Principal Engineer with 10+ years building production platforms across web, iOS and Android: shared contracts, server-owned business rules, sync engines and staged legacy migrations. Over the last 12 months I rebuilt my delivery workflow around coding agents (2,161 Claude Code and Codex sessions logged by a collector I wrote), breaking work into written specs, running parallel sessions in isolated worktrees and reviewing every change before it merges. I also build open-source agent tooling, including Pathway and statline.

PERSONAL PROJECTS

SpiritDevs · 2016 — Present

Pathway

An open-source workspace for running Claude Code, Codex, Cursor and other coding agents across desktop, web and iOS, locally or remotely. Built on T3 Code (MIT), with 1,624 of my own commits since August 2026.
github.com/SpiritDevs/pathway

Uploadfile

A developer file upload and hosting service I'm building. Files go to regional S3 storage and out through a CloudFront CDN, with signed uploads and access checks at the edge. Custom sync and billing engines handle accounts, tenant permissions, quotas and usage.
www.uploadfile.dev

EXPERIENCE

Principal Engineer

2023 — Present

Corporate Interactive

I lead platform architecture across all five products and stay hands-on across design, code review and production debugging.

- Multi-agent delivery: 1,041 logged Claude Code and Codex sessions in 12 months across QuoteCloud, Visual Editor, ZeroRisk and TravelDocs. I write the spec and repo rules, run parallel agents in isolated git worktrees, and review and correct every change before it merges.
- Architecture built for agents: agents build against the same shared types, packages and server-owned business rules as the web app, the native iOS app and the Zapier and Salesforce integrations, keeping generated code on one domain model.
- Verification and CI: changes run through automated typechecking, test suites, linting and cross-viewport browser and iOS Simulator checks, plus independent cross-model review. I scrutinise permissions, tenant boundaries, migrations and payment sync hardest, and the server validates every change.
- Platform architecture: monorepos spanning web, iOS and Android for QuoteCloud, TravelDocs and ZeroRisk; a sync engine for multi-user editing; server-owned permissions; and a staged, company-by-company migration off the Java platform.
- Products: QuoteCloud documents, pricing and two-way Xero payment sync; TravelDocs native apps on Sabre with offline sync; ZeroRisk alerts, SOS and tenant-aware permissions; Visual Editor page composition and publishing; SoldOnline live auctions and offers.
- Agent telemetry: built statline, a CLI that attributes coding-agent sessions and commits to projects, alongside the collector that logs every session.

Senior Software Engineer 2020 — 2023

Corporate Interactive

Moved Corporate Interactive's products from Java Spring to Node and React, starting with QuoteCloud and continuing into Visual Editor and Telstra's TBZ Pro.

- QuoteCloud: migrated the platform from Java to Node and React, the company's first production use of either.
- Visual Editor: began a rewrite of the visual page composer, moving it from Java Spring and traditional JavaScript libraries to an early version of Next.js.
- TBZ Pro (Telstra): moved the quotation and document creation software from Java Spring on Azure to a React front end built with Vite and an Express backend that uses WebSockets.

Software Engineer 2017 — 2020

Corporate Interactive

- Grew QuoteCloud into a production SaaS product and built its PDF generation; moved ZeroRisk's iOS app from Objective-C to Swift and services from on-premises servers to AWS and Azure.

CAPABILITIES

01 Agent-native delivery with Claude Code and Codex (specs, parallel worktrees, review)
02 Validating AI-generated code across architecture, tests, security and tenancy
03 Web and mobile platform architecture
04 Shared contracts and server-owned business rules
05 Sync engines and multi-user editing
06 Monorepos and incremental legacy migration
07 TypeScript, React, Next.js, Node, Swift and Convex
08 Native iOS and Android with offline sync
09 Cloud migrations to AWS and Azure
10 Tenant-aware permissions and secure sharing
11 Payments and partner integrations
12 Technical leadership, code review and mentoring

EDUCATION

Udacity 2016 — 2017

Nano-Degree, iOS Development

Charles Sturt University 2015 — 2016

Graduate Certificate in Mobile Applications Development, Cross platform Development - iOS, Android and Windows