

# Bilal Haider

## Senior Android Engineer

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London, England

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[BilalMH - GitHub](#)

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Seasoned Android Developer with 10+ years of experience, multiple Google Play launches, and production-ready mobile SDK expertise. Proficient in Agile (Scrum, Kanban, ShapeUp) and waterfall methodologies. Committed to continuous learning, tech exploration, and documenting Android/AI development on his blog.

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### Skills

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Proficient in Kotlin, Jetpack Compose, Dagger2/Hilt, databases, flows, and coroutines. Experienced with Git, Gradle, RESTful APIs (Ktor/Retrofit), screenshot testing, coding patterns, and architecture.

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### Recent Experience (2020 - Present)

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#### Checkatrade / Senior Android Engineer

AUGUST 2024 - PRESENT, LONDON

Spearheaded feature development for the consumer app, improving the rating from 2.4 to 4.6 stars while maintaining a high crash-free rate.

Established a stable release pipeline, implemented Datadog monitors for damage control, and enforced code quality with an 80% coverage requirement.

Currently leading Android development for TradeMore, a greenfield CRM initiative, incorporating new tools like Nav3 and Material3 Expressive.

Dedicated significant time to configuring a bespoke Coding Agent with custom rules and configuration files.

#### ComplyCube / Lead Mobile Engineer

AUGUST 2023 - AUGUST 2024, LONDON

Led the development and maintenance of the core Android SDK and assisted with the iOS SDK and native wrappers.

Successfully migrated the ComplyCube SDK in-house from a third-party provider.

Drove the SDK from early access to a production-ready V1 release in just four months.

Utilized MVVM architecture, manual Dependency Injection, and KTOR for network calls.

#### Nyoom Ltd / Android Engineer

MAY 2022 - JULY 2023, REMOTE (LONDON BASED)

Played a key role in launching the "LOVE" communications application, meeting tight deadlines with an outsourced team.

Engineered and implemented AI-powered features, including live

transcription of video and audio messages using the coqui-ai STT engine and Google's MLKit.

Utilized core Android technologies including coroutines, use cases, MVVM architecture, and flows.

### **Red Ventures / Engineer (Native Apps)**

FEBRUARY 2020 - APRIL 2022, REMOTE (LONDON BASED)

Contributed to several CNET Media Group apps (CNET, Gamespot, TVGuide.com), migrating features and building new ones in Jetpack Compose.

Enhanced technical stack knowledge in Coroutines, flows, Kotlin Multiplatform, and Dependency Injection (Dagger 2, Hilt).

Transitioned API calling from Retrofit to Ktor and gained experience with Continuous Integration (CircleCI).

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### **Further Experience (2014-2019)**

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**Charged Up:** Spearheaded migration to in-house Kotlin/MVP architecture.

**Iris Worldwide:** Sole developer delivering scalable apps for Samsung.

**hiyacar:** Achieved iOS feature parity and executed full app rebrand.

**Mumsnet:** Built the "TALK" application from scratch to launch.

**UI Centric:** Shipped high-profile apps for Timeout, AMC, and IFC.

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### **Education**

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**London South Bank University / BSc Hons Computing**

SEPTEMBER 2011 - JULY 2014, LONDON

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### **Hobbies & Interests**

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Video games are my lifelong passion. A notable achievement was a 24-hour gaming stream in November 2020 that raised over £1,500 for Marie Curie. I am currently learning game development with friends using the GODOT engine.

Beyond gaming, I enjoy reading comic books and fantasy novels, and I also have a keen interest in photography. Prior to the pandemic, I trained as a professional wrestler at the London School of Lucha Libre.

My newest hobby is playing the Pokémon Trading Card Game, where I am building a competitive deck. I have also taken up Flag American Football, playing for the London Olympians.