

Elijah Jay Dangerfield

Professional Experience

Hinge | Senior Android Engineer

2023 – Current

- Proposed and led domain model separation as a member of the Android Architecture Council, improving codebase maintainability and scalability
- Contributed to achieving a 0.1% crash rate by reducing the highest-impact error by 99%
- Led multiple 100% compose features, managing cross-platform coordination, resource planning, and implementation
- Introduced OpenTelemetry and modern observability practices to the Android code base, allowing for a 95% purchase success rate on the monetization team

Disney+ | Senior Android Engineer

2021 – 2023

- Spearheaded the introduction of Coroutines and Flow into the legacy RxJava codebase as part of the Architecture Guild
- Developed limited-time promotional offers for Google Play and Amazon stores
- Played a key role in modularizing and unifying the codebases of Hulu, Disney+, and Star+

Hulu | Android Engineer

- Implemented Picture-in-Picture and offline content viewing capabilities for the Hulu player
- Led the account unification project, enabling a single identity across multiple streaming services
- Contributed to app modularization, improving codebase maintainability and developer efficiency

iHeartRadio | Android Engineer

2020 – 2021

- Developed multiple features under the podcast feature set utilizing MVI & RxJava
- Drove innovation through a hackathon-winning feature that allowed for collaborative playlists
- Initiated transition to Groupie for optimized RecyclerView implementations

Takl Home Services (Startup) | Android Engineer

2019 – 2020

- Worked across Android, iOS, and React web platforms in a fast-paced startup environment for a user base of ~500k monthly active users
- Contributed to a greenfield web project utilizing React and TypeScript
- Engineered transition from file storage to Room database using a custom migration strategy

MT Mobile | Junior Mobile Developer

2018 – 2020

- Worked with a small team of Android and iOS developers to maintain and improve the MT Mobile application for 30,000+ users.
- Led the redesign and re-architecting of the Android application to utilize modern Android tools, including LiveData, Room, and view models under an MVVM architecture.

Personal Projects

Odd One Out | Solo | 50,000 + Users

- 100% Compose Android family-friendly game utilizing Firebase backend, allowing for cross-platform communication with the iOS sibling application.
- In-house CI/CD system leveraging GitHub actions to ensure code and product quality, and allow for click releases

Tech stack: Compose, Kotlin, Coroutines, Flow, Hilt, Gradle convention plugins, Github actions, MVI

Education

Middle Tennessee State University | B.S. Computer Science | Minor : Mathematics