Keano F Göttlicher

`Android Developer`

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Work Experience

- **Yum! Brands** Chicago, IL
  Staff Software Engineer, Android *Jan 2021 – Present*
  – Promoted to Staff Software Engineer in February 2023
  – Developed, deployed and maintained a modern in-house Android-based Point of Sale (POS) system to 8,000+ Taco Bell and KFC locations worldwide
  – Led major architectural efforts to scale the POS ordering system, enabling support for thousands of daily orders with concurrent modifications, low-latency performance, and an extensible order schema
  – Tech lead of a team of 5 engineers, responsible for coordinating with cross-functional stakeholders and brand partners, tech planning, mentoring, code review, ownership of cash management codebase
  – Ensured adoption of modern Android development practices on the team - Kotlin, Compose, Coroutines, MVVM, Modularization, Testing
  – Was instrumental in implementing a local peer-to-peer replication system to ensure orders and sales data are synchronized across devices in a restaurant reliably, as well as cloud data synchronization using Couchbase, MQTT and GraphQL
  – Led the development an industry leading customer loyalty system on the POS with cross-team collaboration
  – Acted as incident lead for dozens of on-call escalations, working directly with the support team to diagnose and resolve outages
  – Implemented hardware integrations with receipt printers, drive thru cameras, cash drawers, card payment terminals and more
  – Led the internship program on the team and contributed to internal Android training class

- **Groupon** Chicago, IL
  Software Development Engineer, Android *Jul 2019 – Dec 2020*
  – Maintained a large Android native application with over 200m downloads, 4.6 star rating and millions of daily users
  – Led the modernization of the search experience by exposing a Google map with results in addition to results list
  – Frequently mentored other team members on Android framework and best architecture practices
  – Improved Groupon's Jenkins CI flow by adding automated code quality tasks on each build
  – Routinely implemented new features with AB testing and conversion tracking metrics

- **iFit** Logan, UT
  Mobile Developer *Jan 2017 – Jul 2019*
  – Developed and maintained cross platform (Android and iOS) applications with Xamarin
  – Used REST APIs, SQL database, MVVM, ReactiveX, Bluetooth LE, and async/await parallel code
  – Implemented In App Purchases through Google Play and iTunes
  – Worked with mobile Bluetooth LE stack to communicate with fitness equipment

Education

- **Utah State University** Logan, UT
  Bachelor of Science in Computer Science *Aug 2013 – Dec 2016*
  – Key Courses: Advanced Algorithms, GUI Development in C#, Operating Systems and Concurrency, Software Engineering, Game Development, Compiler Construction, Object Oriented Programming
  – Dean's List, GPA: 3.65, ACT: 35
  – Extracurricular: Sustainability Club, Uncommon Collective (Community Improvement Volunteering), Attended Hack UState hackathons - 2nd place at the Spring 2016 Hackathon

Skills

Android: Native & Cross-platform Development, Android Jetpack, Compose, Lifecycle, Kotlin, Coroutines, JSON serialization, RXJava, Couchbase DB, MDM, Xamarin

Other Technologies: Java, SQL/SQLite, C#, , TypeScript, Angular, HTML/CSS, Regex, Bash, Git, Jenkins CI, Gitlab CI, C#, LaTeX, JIRA, Liquibase, Datadog

Languages: English, Czech