

Keano F Göttlicher

Android Developer

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Work Experience

- **Yum! Brands** Chicago, IL
Senior & Staff Software Engineer, Android Jan 2021 – Present
 - Promoted to Staff Software Engineer in February 2023
 - Developed, Deployed and Maintained a modern Android-based Point of Sale (POS) system to 8,000+ Taco Bell U.S. locations and other Yum! Brands restaurants
 - Held role as a squad lead on a sub-team with high level of code and defect ownership and team mentoring
 - Ensured adoption of modern Android development practices on the team - Kotlin, Compose, Coroutines, MVVM, Modularization, Testing
 - Helped implement a peer-to-peer based in-restaurant data replication system backed by Couchbase database
 - Contributed to cloud synchronization architecture using Couchbase, MQTT and GraphQL based APIs
 - Architected an industry leading customer loyalty system on the POS
 - Led the internship program on the team and contributed to internal training of other Yum! Brands employees in Android development
 - Monitored and debugged production deployment status to ensure a high uptime and proactively helped asses outages
 - Implemented hardware integrations with receipt printers, cash drawers, card payment terminals and more
- **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#, L^AT_EX, JIRA, Liquibase, Datadog

Languages: English, Czech