

# Keano F Göttlicher

Software Developer

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## Work Experience

- **iFit** Logan, UT; Chicago, IL  
*Senior Mobile Developer* *Jan 2017 – present*
  - Developed and maintain cross platform (Android and iOS) applications with Xamarin
  - Used REST APIs, SQL database, MVVM, and async/await parallel code
  - Implemented In App Purchases through Google Play and iTunes
  - Used ReactiveX to make a responsive UI experience
  - Worked with mobile Bluetooth LE stack to communicate with fitness equipment
- **Pony Express Productions** Logan, UT  
*Software Developer* *May 2017 – Nov 2017*
  - Developed a native Android application to help organize family activities
  - Maintained a kiosk-like Android application for managing in-store customer loyalty programs
  - Added new features to a legacy ASP.NET website used by a large manufacturing company
- **Utah State University** Logan, UT  
*Computer Science Lab Section Leader* *Aug 2016 – Dec 2016*
  - Instructed multiple 25-student lab groups twice a week as well as helped students one-on-one
  - Contributed code to an automated homework grading server
- **Clearwater Analytics** Boise, ID  
*Software Development Intern* *May 2016 – Aug 2016*
  - Developed a specialized reporting system for investment accounting
  - Extracted investment data, performed calculations and saved into an SQL database
  - Developed a modern web application using Angular 2 and TypeScript
- **Icon Health & Fitness, Inc.** Logan, UT  
*Software Technician* *May 2014 – Apr 2016*
  - Android and iOS UI Automation for regression testing
  - Set up deployment on a Continuous Integration server and results management, now used department-wide
  - Managed a project on a small agile team, and training other developers in version control and software architecture
  - Extensive knowledge of Bluetooth wearables and connected fitness equipment

## Education

- **Utah State University** Logan, UT  
*Bachelor of Science in Computer Science, GPA: 3.65* *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
  - Extracurricular: Sustainability Club, Uncommon Collective (Community Improvement Volunteering), Attended Hack UState hackathons - 2<sup>nd</sup> place at the Spring 2016 Hackathon

## Skills

**Mobile development:** Java, Kotlin, Dagger, Retrofit, Android Jetpack, SQLite, Android Studio, XCode, C#, Xamarin, MvvmCross, UWP

**Testing:** Espresso, Xamarin.UITest, NUnit, JUnit, TestRail

**Other technologies:** TypeScript, Angular, SQL, HTML/CSS, Regex, Bash, Git, Jenkins CI, JIRA, Liquibase, Python, Windows Forms, ReactiveX