

# James Buhanan

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## WORK EXPERIENCE

### • Early Warning Services / Zelle

*Associate Software Engineer October 2022—Current*

- Enhanced current UI for a delightful and reactive user experience.
- Upgrading Gradle libraries and imports.
- Analyzing analytic information using Mixpanel .
- Refactoring deprecated code to upgraded versions.
- Using AGILE work method to collaborate with a team and accomplish SPRINT goals.
- Experience using Swagger API to collaborate with Backend developers.
- Knowledgeable in Quality Analysis and full regression testing.
- Experience using SourceTree and Gitlab to commit finished versions.
- Debugging to find the location of bugs to rewrite and fix.
- Implemented fraud protocols to protect users.
- Conducted interviews.

### • B-Funny

*Android Developer June 2022—October 2022*

- Consumes the Reddit API to display top internet content in a list with infinite scrolling and in-app display of Images for a light-weight and delightful Reddit browsing experience.
- Browse nested/hierarchical comments for memes.
- Switch between top subreddits for content.
- Avoids advertisements and the need for logging in to an account.
- Download memes directly to your device.
- Splash screen with MotionLayout for pleasing intro animation.
- Retrofit2 for REST calls to Reddit API.
- Moshi to deserialize JSON.
- Jetpack Navigation to navigate between fragments.
- MVVM architecture with Fragments, DataBinding, and Jetpack ViewModels to display screens.
- LiveData to update Fragments with Unidirectional Data Flow (UDF).
- Coroutines + ViewModelScope to make asynchronous service calls.
- SharedPreferences for data persistence.

## TECHNICAL SKILLS

- **Languages:** Kotlin, Java, XML, HTML, SQL, Groovy
- **Libraries:** Retrofit2, Moshi, ViewModel, Coroutines, LiveData, MotionLayout, SharedPreferences, Koin, Dagger2, JUnit, Espresso, Mockito, Compose, Butterknife
- **Technologies:** Android Studio, Layouts, Fragments, DataBinding, ViewBinding, Gradle, REST, Firebase Cloud Messaging, Flank, Git, Detekt, Lint, OOP (Object Oriented Programming)
- **Architectures:** MVVM
- **Methodology:** Test Driven Development (TDD), Agile
- **OS:** Android, Mac, Windows, Linux

## EDUCATION

- **Udacity NanoDegree Certificate:** *Android Kotlin Development Sept 2022*