



Jorge Castillo

Android / Kotlin GDE
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Hi 🙋 I am an Android engineer focused on building reliable apps. Good practices, architecture, testing, UI, are some of the things I like. I've worked on both product & platform teams. I enjoy working as a connector between the teams involved in delivering a product. Over many years as a remote worker I've learnt to be very self-sufficient, work asynchronously, improve communication, and help growing technical skills across the team.

Sr. Software Engineer at Twitter

Dec 2021 - Present

- Feature Infrastructure team (Platform).
- GraphQL (Apollo), annotation processors (validation+codegen), persistence.
- Extend GraphQL to support custom directives. Added a new directive to allow feature switch gated fields.
- Work along with feature teams to improve data layer apis based on their needs (UI First initiative).
- Help speeding up feature teams so it is easier / quicker to create new features.
- Collaboration with the Client UI team - Jetpack Compose - Weaver (in house MVI library)
- Testing annotation processors and build tasks / scripts.
- Dependency Injection - Dagger / Scythe (in house DI library).
- Analytics and experiments (A/B testing, monitoring).

Android / Kotlin tech lead at 47 Degrees

Apr 2018 - Dec 2021

- Product work for clients (consulting).
- Help grow technical and communication skills across the team.
- Speed up and automate delivery.
- Work along with design & iOS to create a visual language (design system). Work on its implementation.
- Help defining strong and reliable contracts for client / server (Avro and OpenAPI later).
- Network layer generation to make it always up to date with backend contracts.
- Design & implement testing strategies. Screenshot testing, black box end to end for business + data sources.
- Work on diverse application features and UI.
- Deliver several courses on Functional Programming in Kotlin, Android architecture, Jetpack Compose among other topics.
- Open source (mainly Arrow).

Senior Software Engineer GoMore

2017-2018

- Architecture rewrite, good practices, testability.
- Wrote tests for most relevant flows and logics that were missing.
- Helped defining and implementing a design system. Color palettes, spacings, font styles, components.
- Added dark / light and multiple theme support.
- Worked on a sample app for the design system, so designers could review and approve UI changes.
- Automated delivery of design system sample app.
- Set up DI. Added support for overriding dependencies from tests from arbitrary points in the architecture.
- Alpha, beta, and Google Play delivery automation.
- Work on diverse product features.
- Added error tracking and analytics.
- Work on a feature flag system to help iterating fast and merging code early. Improved code reviews as a result.

Sr. Software Engineer at Jobandtalent

2015 - 2017

- Android client work.
- Testing: End to end black box, business unit tests, API integration tests (Mockwebserver), UI tests (Espresso, Barista).
- Helped to pivot testing strategies for diverse reasons regarding flakiness and ultimate value.
- Clean architecture, clean code, good practices.
- Migrating from MVP to MVVM.
- Custom animations, material design, pixel perfect UI implementation based on designs (Zeplin).
- Android components library (for our design system).
- Work on diverse application features.

Lead Android developer at FromTheBench Games

2014-2015

- Led a team to work on native Android apps for third party companies.
- Worked on the official Android client for the New York Jets.
- Clean architecture, testing, clean code, good practices, layered architecture.
- Built the CI pipeline using Jenkins.
- International coordination with our american teammates in different timezones.
- Worked on multiple Android games like Football Fantasy Manager or NBA Fantasy Manager. Low level drawing via canvas, custom views, custom animations to create the effects, and the like.
- Added flavors of the Fantasy Manager for multiple professional Football clubs in Europe including Manchester United, Milan, Barcelona, Inter, Juventus, among others.
- Was also member of the core team. This team was in charge of the shared architecture for all the flavors.

Android developer at Droiders

2013-2014

- Android apps using localization, device sensors, augmented reality, streaming, QR reading and other technologies.
- Worked hard to improve my base knowledge of fundamentals, design patterns, algorithms, testing, etc.
- Google Glass and Android Wear prototype apps.

Open Source

Worked as one of the main contributors of Arrow. Also worked on my own libraries like Hiroaki, a library to write idiomatic network integration tests via extension functions over MockWebServer and hamcrest matchers. Another example could be AndroidColorX, a library of utility functions for efficient color conversions across color spaces.

Side projects / business

-  [Jetpack Compose internals book](#)
- Technical writing in [jorgecastillo.dev](#) and [effectiveandroid.substack.com](#)
- Speaker (gave talks in Codemotion, Mobilization Poland, Google I/O Extended, KotlinConf and more)
- Google Developer Expert for Android and Kotlin
- Effective Android courses - [Jetpack Compose and internals course](#)

Education

- Computer Science degree, University of Murcia, Spain (2008–2013)
- High school and bachelor, Maristas Murcia (2002–2008)