

Jules Rosser

Balham, London | julesrosser91@gmail.com | julesrosser.com | github.com/julesssss

Full-Stack engineer with nine years experience, specialising in mobile applications

PROFESSIONAL EXPERIENCE

Full Stack Mobile Engineer

Feb 2020 — Present
London

[Expensify](#)

- Major contributor to our full product rewrite in React Native, ensured quality met quality of native mobile app
- Led major engineering projects including requesting money and splitting bills, push notifications, attendee expense tracking
- Managed a large open-source community; reviewed proposals, code reviews, mentored new contributors, managed priorities

Senior Android Contractor (Contract)

Feb 2019 — Dec 2019
London

[Direct Ferries](#) & [Verv Energy](#)

- Held technical ownership role for two large cross-platform features, taking responsibility for engineering and business decisions
- Implemented Bluetooth pairing solution for connecting app to IOT device
- Implemented ticket retrieval feature while maintaining separation of concerns in a clean architecture codebase

Android Developer

Apr 2017 — Feb 2019
London

[Ostmodern](#)

Arsenal (Arsenal F.C.) - [Play Store](#)

- Lead implementation of a modern Android architecture consisting of Kotlin, MVVM, Data Binding, RxJava and Dagger
- Solved client requirement for an offline-first architecture using Observer Pattern, Repository Pattern, RxJava data flows and Realm

F1TV (Formula 1) - [Play Store](#)

- Built a modularised OTT streaming app in Kotlin with 5 integrations; F1 for live race data via websocket, 21 video streams from NBC, CSG for authentication, GooglePlay for subscriptions and Skylark for dynamic CMS content.
- Synchronized multiple concurrent live video streams and race data every 100ms, handling delay, entitlement checks and recalibration with minimal user impact. Heavy use of Rx for managing data flow with Flowables and Publishers.

Android Developer / Consultant

Feb 2016 — Apr 2017
London

[Reply](#)

CinemApp (Brandiment) - [Play Store](#)

- Built a cross-platform, location-aware social app for cinema showings using Firebase as a backend
- Built native group messaging solution, push notifications, video playback, friend system, and social sign in

Delhaize and AB Click2Shop (Delhaize Group) - [Delhaize Play Store](#) - [AB Play Store](#)

- Maintained two of the largest European supermarket apps in a single code base, partitioned with Gradle configurations
- Pitched addition of Material Design and new SDK components to the client, leading to additional client spend

PERSONAL PROJECTS

Alchemy VR- [YouTube](#)

2021 — Present

Virtual Reality video game built in Unreal Engine 4 using C++

Betrayal Attribute Tracker - [Play Store](#)

2019

- A companion app for a popular board game; using MVVM and state machine with high test coverage and Custom views/animations.

Birthday Reminder - [Play Store](#) - [GitHub](#)

2014 — 2018

- Solved challenges including scheduling notifications months in advance and communicating between services.
- Migrated live user databases to Firebase remote storage. Enabled Social sign in, data backup and other user requests.

TECHNICAL COMPETENCIES

- **Mobile:** Gradle, RxJava, Live Data, Dagger2, Koin, Retrofit, Realm, Room, Live Data, Play Store, App Store, Firebase, Urban Airship.
- **Languages:** Kotlin, Java, Swift, Obj-C, PHP, C++ ,Javascript, Python

PUBLICATIONS

Android Data Binding: A practical experience	2019
Handling Gradle dependencies in multiple module Android projects	2018
A modern guide to adding Dagger to a Kotlin Android app	2018
Auto generating documentation for Android Kotlin	2018

COURSES

Developing Android Apps (Google)	2015
Programming Mobile Applications for Android Systems (Maryland University)	2014
Introduction to Interactive Programming in Python (Rice University)	2013