

LANDON HENRIE

385-319-0668 | landon.henrie@aggiemail.usu.edu

Android Engineer

EDUCATION

B.S. Degree, Computer Science

Utah State University (USU), Logan, UT

May 2019

3.7 GPA

PROFESSIONAL SKILLS AND EXPERIENCE

Technical Skills

- Developed Android applications that utilize
 - Google firebase database security rules, image uploads, and user authentication
 - Google Maps and Places APIs
- Programming languages: C++, Java (Android), Python, JavaScript, HTML
- Debugging skills from large projects using IDE and tutoring
- Git version control system
- Collaboration tools such as Cloud 9, Github, and Slack

Communication

- Managed high cost project that included:
 - Making time-sensitive decisions
 - Collaborating among several contractors
 - Creative planning meetings
 - Presenting finalized plans to carry out the project
- Tutored for university CS department
- Reported daily and weekly written and numerical analysis
- Provided training to groups of 5-30 regularly

Creativity

- Engineered design and production of room escape games, including puzzle design, story design, ideal gameplay, and employee roles
- Outside the box and abstract thinking to accomplish tasks

WORK HISTORY

Computer Science Tutor, Utah State University, Logan, UT

Aug 2017 – Present

Escape Game Designer & Manager, Lime Light Inc, Salt Lake City, UT

May 2016 - Mar 2017

Technical Assistant, Buff Enterprises, Salt Lake City, UT

Jun - Aug 2015

Job Description

AIR (www.theairapp.com) is an iOS and Android app where you can connect with friends in the most authentic way and get live video answers to the most important questions.

We believe our greatest opportunity to make life better is by redefining social media into a place where you can be authentic and get real-time access to people, ideas, and experiences.

We're growing fast and looking for Android developers. If you care deeply about user experience, thrive in a fast-paced environment, and value elegant, efficient code, we'd love to talk to you.

You'll build the Android application. That means:

- Design, debug, and everything in between
- Collaborate with company leadership and the entire product team to define, design and ship new features
- Commit your ideas to the product roadmap
- Bring your personal sense of pride and passion to the app every day, from user experience down to server communication

You ideally have:

- 3+ years experience building and shipping native iOS apps
- deep understanding and experience integrating web services (REST), 3rd party SDKs, iOS Core Services Layer
- experience working with websockets
- good understanding of encryption solutions and security best practices
- experience with video streaming and VoIP technologies
- a creative approach to debugging and problem-solving
- a clean and structured approach to coding that is safe and reliable
- an understanding of CS fundamentals at a BS level or equivalent experience (algorithms, data structures, etc.)
- an understanding the current and evolving technical landscape around iOS and mobile development

Bonus points if you:

- Have high standards towards app functionality and performance
- Are able to adapt, solve, and tackle problems effectively
- Can work closely with other team members
- Are an excellent written and verbal communicator
- Are committed to standard engineering methodologies, including automated testing and continuous integration
- Are willing to take risks with product features and functionality
- Are prepared for diverse challenges without fear of failure
- Are passionate about crafting the future of digital communication
- Are a social person. We are a social app, we like social people.

We are committed to an inclusive and diverse AYO. We strongly believe that diversity of experience, perspectives, and background will lead to a better environment for our employees and a better product for our users and our creators. This is something we value deeply and we encourage everyone to come be a part of changing the way the world communicates.