Nándor Majla
Mobile Developer

✉ majlanandor@gmail.com
☎ -
🌐 nandor.pro
github.com/MNandor

Work Experience

2023 - 2024 • Freelancer
Developed Android and cross-platform apps. Lead open-source projects and published 5 apps in the Productivity, Education, Gaming, and AI categories. Implemented Native Development Kit (NDK) to improve performance.

2023 • Android Reverse Engineer at Cognizant
Worked with Google to analyze apps uploaded to the Play Store for malware. I evaluated potentially unsafe apps using decompilation, static-, and dynamic analysis. Correctly judged 100% of apps after my training (total of 76).

2022 - 2023 • Android Developer at Endava
Material Design • Project Management • CI/CD • Scrum • Code Reviews • Research • Innovation
Supported 3 junior colleagues via code reviews, mentoring, and workshops. Established best practices. Implemented Clean Architecture for apps. Worked with the client to define requirements for the team. Monitored the repository to ensure code quality. Wrote unit- and integration tests. Improved average star rating of apps from 1.7 to 4.2.

2020 - 2022 • Android Developer at Accenture
MVVM • IOT • Retrofit • Dagger2 • Koin • Room DB • RxJava • LiveData • Coroutines • Test-Driven
As a member of an international team, I developed and maintained applications, implemented user interfaces, connected and tested APIs, assisted with translations, and created documentation. I also resolved issues with CI/CD, fixed bugs, and held workshops teaching my colleagues. Published 6 apps. Fixed vulnerabilities including Log4j.

2020 • Android Internship at Accenture
OkHttp • Glide • Clean Architecture • Dependency Injection • Hilt • MVP • Git • API • Services
I was responsible for developing an Android application for the renting of company-owned vehicles. I implemented web requests, database management, and design patterns.

2018-2020 • Freelancing & Personal Projects

Studies

2018 - 2022 • BSc • Sapientia Hungarian University of Transylvania
Databases • OOP • Functional Programming • Operating Systems • Probability • Statistics • Android • Graph Theory • UI/UX • C# • Computer Networks • Discrete Mathematics • Cryptography
Majored in Computer Science (Informatics). I maintained #1 GPA in my year for my first two semesters and earned a scholarship. Spoke at *Scientific Student Conference* and won 3rd place at a Data Visualization contest.

Personal Projects

2024 • ConfuseGroups
App for studying foreign languages and writing system using Spaced Repetition.

2023 • AQW Guide
A companion app for a video game. The user can read guides, compare in-game bonuses, and track their progress.

2023 • My Phone
LineageOS • Custom ROM • Open-Source • ADB • AOSP • GitHub • TWRP • Recovery • Rooting
I flashed and configured LineageOS, a fork of the Android Open-Source Project on a new phone using TWRP, Magisk, and open-source apps from F-Droid. I forked my launcher app to improve functionality.

2022 • Wout App
I lead a team of open-source developers to publish a workout-tracking app with a simple UI and local storage.

2022 • QuickestNotes App
A note-taking app designed to be quick and accessible. Supports expense-tracking and data synchronization.

2021 • Restaurant App (Flutter)
Learning cross-platform development in Flutter, I made an app where the user can see dishes, add to cart, and order.

2020 • LifeMinmaxer App
A combined todo-list, project management, and time tracking application.

Coding
- ★ Kotlin & Java
- ★ Python
- ✰ SQL
- ✰ C & C++
- ✰ Flutter/Dart
- ✰ JS & TS & React

Extra
- ★ Linux
- ★ Git
- ★ Agile/Scrum
- ★ Public Speaking
- ✰ Unit Tests
- ✰ Cybersecurity

Languages
- ★ Hungarian • Native
- ★ English • Advanced
- ✰ German • Intermediate
- ✰ Romanian • Intermediate
- ✰ Swedish • Beginner
- ✰ Japanese • Beginner