




# SHAWN WITTE

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## SUMMARY

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Senior Android Engineer focused on platform engineering, architecture, developer productivity, and code quality. Combines experience building, scaling, and maintaining Android apps used by millions with an academically grounded ability to learn quickly, think deeply, and teach effectively.

## EMPLOYMENT

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### Senior Software Engineer, Android

2024–Present

*Insulet*

*Remote*

- Founded and facilitated a monthly Android org-wide knowledge-sharing series, reaching 30+ engineers and leading to increased cross-team collaboration and adoption of modern Android development best practices.
- Drove org-wide adoption of coroutine best practices through mentorship and technical presentations, improving code quality and consistency in asynchronous workflows.
- Led development and delivery of features for an insulin pump's companion app.
- Enhanced internal docs for Android engineers, resulting in improved self-sufficiency and decreased ramp-up time for new hires.

### Software Engineer, Android

2022–2024

*Tinder*

*Remote*

- Owned and scaled the authentication domain, delivering high-impact features like CAPTCHA and third-party login to support secure, consistent, seamless access for over 30 million monthly active users.
- Spearheaded a major rewrite of authentication core elements, reducing code complexity, improving maintainability, and accelerating future feature development.
- Collaborated in leading cross-team efforts within the modularization working group to define and implement best practices for Gradle project structure, significantly improving build performance, test coverage, and developer efficiency across the Android org by reducing build-and-test tasks to under 10 seconds.
- Streamlined Agile and task management processes within scrum team, improving task velocity and enhancing delivery predictability through stronger team alignment and focus.

### Senior Software Engineer, Android

2020–2022

*Stride Health*

*San Francisco, California*

- Delivered key features in all domains of Stride's mileage and expense tracker, improving the experience for thousands of users.
- Introduced, documented, and promoted unit testing best practices.
- Fully rewrote the mileage tracking service with a coroutines-first design, improving maintainability and reliability of that core app feature.
- Migrated the Android CI/CD from Travis to CircleCI and maintained/updated the CI/CD pipeline.
- Founded and led a biweekly cross-platform technical discussion group consisting of the iOS and Android engineers.

## TECHNOLOGIES AND PATTERNS USED

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**Languages** Java, Kotlin, Python, Shell scripting

**Frameworks & Libraries:** Dagger/Hilt, Metro, RxJava, Kotlin Coroutines, Room, Retrofit, OkHttp, Ktor, Kotlin Multiplatform, Compose Multiplatform

**Architecture & Patterns:** MVI, MVVM, MVP, Clean Architecture, Scalable Gradle Modularization

**Tooling & Process:** Gradle, Git, CI/CD (Travis, CircleCI, Bitrise), Jira, Agile/Scrum

## PERSONAL PROJECTS

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### HoloCanon: An Unofficial Star Wars Canon Tracker

*Multiplatform (Android/iOS) App*

- App built and maintained from scratch as an interactive database/checklist of Star Wars media that is currently considered canonical.
- Written with Kotlin and Compose Multiplatform for Android and iOS using modern best practices.
- Codebase is open and maintained at <https://github.com/Minirogue/SWMediaTracker>.
- The published Android app can be found on the Google Play store at <https://play.google.com/store/apps/details?id=com.minirogue.starwarscanontracker>.

### Personal Gradle Convention Plugin

*Gradle Plugins*

- Gradle convention plugins used by my personal projects.
- Streamlines module setup and dependency management for my projects by using standardized conventions.
- Includes tasks and scripts for creating modules and source directories, and other common tasks.
- Can be found here: <https://github.com/Minirogue/minirogue-build-logic>

### Untitled Video Game Project

*Multiplatform (Android/iOS/Desktop) Video Game*

- JRPG-style video game written fully in Kotlin with Compose Multiplatform.
- Compiles and runs on JVM desktop and Android (iOS planned as well).
- Not publicly available, but code and latest version can be demonstrated as an example of work.

## EDUCATION

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**University of California, Davis**

2019

*PhD, Mathematics*

**Central Michigan University**

2013

*Master of Arts, Mathematics*

**Central Michigan University**

2010

*Bachelor of Science, Mathematics*

*Honors*