

Christopher R. Ollenburg

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Objective

To build and deliver high-quality products that improve people's daily lives

Skills

- Native Android Apps, Kotlin, Java, SQL, Python, JavaScript, iOS, Swift
- Xcode, macOS, Android Studio, Vim, Claude Code, Cursor, Git, Jenkins, Linux

Notable Apps and SDKs

- [Marketing Cloud Mobile Push SDK](#)
- [Field Service Mobile](#)
- [Strava](#)
- [Lowe's Android App](#)
- [Carolinas Healthcare Android App \(Now Atrium Health\)](#)

Work Experience

Salesforce (Jan 2020 - Present)

Lead Member of Technical Staff (Apr 2023 - Present)

Senior Member of Technical Staff (Jan 2020 - Apr 2023)

- Recently moved to the Marketing Cloud Push Notification SDK team, sending billions of notifications each year to Android and iOS devices. Currently enhancing the functionality and features of in-app messages for marketers
- Lead engineer on the Salesforce Field Service Android app, delivering high-performance mobile experiences that empower field technicians using Kotlin, Java, and Jetpack Compose
- Led development of AI-powered capabilities, including the Pre-Work Brief and AgentForce for Field Service, using Python Jupyter Notebooks for rapid prototyping. Created reusable, scalable components for mobile teams in the internal AgentForce SDK
- Built and supported critical features like Work Plans, Flows, and Lightning Web Components for Mobile
- Demoed a hackathon project to display service appointments in CarPlay, allowing the technician to see the details of an appointment and navigate to the location
- Mentored 2 junior peers and played a pivotal role in shaping Field Service engineering culture

Strava (Jul 2018 - Nov 2019)

Senior Software Engineer

- Member of the Strava for Business Engineering Team launching 6 new features for sponsored integrations and challenges
- Maintained the Challenges, Clubs, and Partner Integrations features at a 99.98% crash-free rate for 11 million MAU

- Coordinated Android Guild projects that improved the build system, simplified the app version codes to link to a specific commit, and integrated a new crash reporting system
- Mentored a Summer 2019 Intern

Skookum (May 2015 - Jul 2018)

Senior Software Engineer and Mobile Team Lead

- Tech lead for 6 different clients building 3 iOS apps, 2 Android apps and one web app in the finance and retail industries
- Built the Charlotte Mecklenburg Library iOS app, using geofences and beacons in a novel way to notify users of library services and featuring a digital library card that could be added to Apple Wallet
- Built a complete custom inventory tracking system using iPhones, scanning sleds, and Ruby on Rails for Vans
- Internationalized one app for 11 languages with 500 different white label versions
- Reviewed apps and developer processes, making recommendations to improve workflows for clients with existing apps
- Attended sales meetings with new clients and created estimates for proposals
- Responsible for career development, performance reviews, and 1:1s of 3 engineers. Served on the promotion review board
- Established a culture of code reviews, unit testing, and shared architecture between projects (VIPER/MVP)

Taggd' LLC (Sep 2015 - Dec 2016)

Co-Founder and Developer

- Built and released an iOS app using Swift, Shopify, and Parse
- Executed a successful Kickstarter funding campaign
- Created an LLC and performed entrepreneurial tasks
- Shutdown in December 2016 to work on other passion projects

Cardinal Solutions Group (Mar 2013 - May 2015)

Principal Consultant I and Mobile Solution Sales Specialist (Jan 2014 - May 2015)

Senior Consultant (Mar 2013 - Jan 2014)

- Built 5 iOS, Android, and Windows apps
- Worked on a project to replace printed forms and manuals with an iPad app for nuclear power plants
- Experience with Obj-C, Swift, Java, and C#
- Worked with the sales team to acquire new clients

Lowe's Home Improvement Companies Inc. (Jun 2007 - Mar 2013)

Senior Programmer Analyst and Lead Android Engineer (Jun 2011 - Mar 2013)

Programmer Analyst and Lead Android Engineer (Jan 2010 - Jun 2011)

Programmer (Jan 2008 - Jan 2010)

Intern (Jun 2007 - Aug 2007)

- Designed architecture of the Lowe's Android App
- Built and launched the first Lowe's Android App in 3 months with 1 million downloads in the first year. Also was featured in a Super Bowl commercial
- Built inventory lookup for in-store associates' iPhone apps
- Delivered smooth scrolling and animations for a high-quality experience
- Built useful features like product location (aisle/bin)

- Team lead of 7 developers
- Before Android, worked on in-house C++ POS system and Java web apps

Community Engagement

- Google I/O 2018 Extended Denver MC and Co-Organizer
- [Presented at Google I/O Extended in Denver on Machine Learning](#)

Google Developer Group Charlotte (May 2015 - Oct 2017)

Co-Organizer

- Planned monthly meetups, arranged speakers, and presented as needed
- Attended GDG Summits and connected with other developers from across the world

Education

Appalachian State University, North Carolina

Bachelor of Science – Computer Science (Dec 2007)