Achi Udokwu

Senior Android Developer

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# **Professional Summary**

* 8+ years of experience in Android Application Development.
* 5 published apps in the Google Play Store.
* Adept gathering requirements and meeting with stakeholder and end users to assess, analyze, and implement computing needs, business improvements, and system requirements for different clients.
* Skilled Kotlin and Java programmer and know how to transition code from Java to Kotlin.
* Skilled in RxJava, RxAndroid, AsynTask for multithreading and consumption of RESTful Web Services using Retrofit, Volley, and OKHttp.
* Collaborates well with cross-functional teams, finding ways to add value for other teams, and contribute to overall quality and success.
* Comfortable with version control tools such as GitHub, SVN and more.
* Configure and initialize multiple cloud integration services including Parse, Firebase and Google Cloud Messaging on Android apps.
* Strong knowledge and demonstrated experience with Android Architecture Components as well as design patterns like MVP, MVVM, MVC, Singleton, Builder, Factory.
* Experience with Android third-party libraries like Retrofit, Picasso, Glide, Location API, Google Maps, Stripe, PayPal, Dagger, Android Annotations.
* Strong understanding of OOP, software design patterns and SOLID design principles.
* Experience with Agile and working in teams using Scrum.
* Experience with Mockito, Junit, Espresso and simulated design patterns to test and develop applications using TDD approach.
* Ability to understand and interpret business requirements and effectively translate them to high quality, scalable implementations.
* Android application performance testing utilizing Android Studio Profiler, Leak Canary etc.
* Hands-on experience with continuous integration tools like Jenkins and Travis CI.
* Hands-on experience with RESTful API consumption using from RESTful web services.
* Adept with development/design standards and best practices in Android.
* Build mobile applications that utilize web services (REST, HTTP-based, XML, SOAP, JSON or other services).
* Familiar with continuous integration servers to help the build creation process (Travis, Jenkins, Circle-CI).
* Experience with Android SDK versions 5 and above.
* Created various views included custom and compound to generate a better final User Interface (UI/UX) and improved the retention.
* Designed various applications using optimal architectural design patterns (Model View Controller, Model View Presenter, Model View ViewModel).
* Experience using 3rd party libraries for image loading, notifications, encryption, barcodes, and web services.
* Experience with Android performance tuning and crash reporting applications.
* Experience with embedded local storage solutions such as SQLite.
* Document user and technical implementation to achieve the software industry best practices.

# **Skills Summary**

* Architectures

MVVM | MVC | MVP | Façade | Builder | Factory | Singleton

* Design Patterns  
   Decorator | Façade | Builder | Factory | Singleton
* IDE  
   Android Studio | Eclipse
* Languages and IDE

Kotlin | | Java | C++ | Java

* Team Management Tools

Jira | HP Quality Center | SVN | Git | Bitbucket | Jenkins | Travis | Bitrise | JustInMind | Proto.io | TeamCity | Circle CI | Confluence | Collaborator | GitFlow | AppDynamics|

* Android Dev Tools/Methodologies/Practices

RxKotlin JetPack Compose | RxJava | Retrofit | TDD | Scrum | Agile Flow API| Motion Layout | Room | Mockito | JetPack | WorkerManager API | Google Play Services | Segment | Adobe | Urban Airship | Parse | Picasso |ButterKnife | RxJava | Dagger | MVVM | ExoPlayer | Kickflip | Crashlytics | EventBus | Volley | Universal Image Loader | Retrofit | Espresso | Glide | Fresco | GSON | Spongy Castle | Google APIs | Google Maps | Google Places | Google Cloud Messaging | Google Charts | Google Analytics | Android Pay | Jackson | GSON | GreenDAO | Sugar | Otto | Realm | Butterknife | Dagger | Firebase | Retrofit | Pushwoosh | Localytics | OneSignal | Flurry | Tune | Pushbots | Kochava | AppsFlyer | Loopj | GCM | Robolectric | HockeyApp | Calabash | Android TV | BLE | Stripe Payment API

* UI/UX Tools

Adobe Photoshop | Adobe After Effects | Adobe Premiere | Illustrator | Material Design | Zeplin

# Android Project Experience

**P.F. Chang’s / Scottsdale, AZ Nov 2019 to Now**

[***https://play.google.com/store/apps/details?id=com.pfchangs.order&hl=en\_CA&gl=US***](https://play.google.com/store/apps/details?id=com.pfchangs.order&hl=en_CA&gl=US)(Rating: 4.4; Installs: 100,000+)

With this app you can order curbside, pickup, or delivery, make an in-app payment, join P.F. Chang's Rewards, redeem offers and rewards with in-app orders, find your Rewards Member check-in code, view your P.F. Chang's Rewards account, save and reorder your favorite items, make a reservation, purchase gift cards, etc.

* Participated in engineering meetings to determine technical decisions for the Android app.
* Participated in Agile meetings such as daily scrum standup meetings, biweekly gut checks, biweekly retrospectives, biweekly sprint planning and weekly Android backlog refinement meetings.
* Built the beat app on a MVVM Clean Architecture.
* Developed application features and modules in Kotlin.
* Created Kotlin extension functions to make the code more readable and concise
* Developed Login Module using various tools for secure authentication and authorization.
* Used TDD approach for development to ensure maintainable and reliable code.
* Implemented a swipe functionality for RecyclerViews using ItemTouch helper.
* Beautified UI elements using custom themes and styles.
* Used Relative, Linear, Constraint, and custom View Groups to layout views.
* Used RecyclerViews to display item lists.
* Used Git as a version control for managing and integrating source code with other team members.
* Created unit test for all the code I implemented using Mockk as a means of TDD.
* Implemented Android UI test using Espresso and Mockito for critical functionality.
* Used Koin for dependency injection to accommodate dependency inversion in the application.
* Addressed PR comments of my code to ensure teamwork and coordination in development.
* Helped new developers understand the codebase.
* Created the functionality to help users change their personal information such as username, email, etc.
* Utilized two-way data binding to communicate between ViewModel and XML files.

**Coty / New York NY** **Jun 2017 – Nov 2019**

***Senior Android Developer***

[***https://play.google.com/store/apps/details?id=com.coty.tom.welivebeauty&hl=en&gl=US***](https://play.google.com/store/apps/details?id=com.coty.tom.welivebeauty&hl=en&gl=US)(Rating: 4.5; Installs: 10,000+)

Coty’s WeLiveBeauty is an immersive education app dedicated to train the Beauty Advisors all around the world on Coty Luxury brands. Become a beauty expert anytime, anywhere and right at your fingertips! Experience a unique training path through micro-learning bites to master the latest launches and iconic products.

* Worked in an Agile Scrum environment with bi-weekly Sprints and daily Scrums.
* Participated in all aspects of application development from planning to deployment.
* Applied MVVM application architecture to efficiently implement separation of concerns.
* Used JIRA for project management and backlog tracking.
* Developed the Android app in both Java and Kotlin using Android Studio.
* Began the shift from Java to Kotlin.
* Used RxJava for most of the asynchronous processes.
* Designed CustomViews to implement UX designs.
* Communicated effectively with the UI/UX team to agree on application design and UI flow.
* Implemented dependency injection with Dagger 2 and Butter Knife.
* Used Moshi to populate data classes with data from JSON responses.
* Utilized LiveData to simplify data retention and updates during configurational changes.
* Refactored views to utilize constraint layout in order to make the UI more responsive to different screen sizes and resolution.
* Used Git for the applications Version Control System.
* Refactored the persistent solution of the application using SQLite Relational Object Mapping to Room to improve maintainability by taking advantage of Room’s abstraction, LiveData integration, and query validation capabilities.
* Utilized CompoundViews to create reusable components across the application.
* Utilized Espresso for UI automation testing.
* Used Git with Github and Gitlab servers for source control.
* Used reactive frameworks such as RxJava and RxBluetooth.

**Redfin / Seattle, WA** **Mar 2016 – Jun 2017**

***Android Developer***

[***https://play.google.com/store/apps/details?id=com.redfin.android&hl=en\_CA&gl=US***](https://play.google.com/store/apps/details?id=com.redfin.android&hl=en_CA&gl=US)(Rating: 4.6; Installs: 5,000,000+)

The Redfin app provides the most accurate home data with MLS real-estate listings updating every 5 minutes. Search nearby homes, condos, and townhouses for sale. Browse photos of each home, see the most up-to-date property details, and instantly book a free home tour with a Redfin Real Estate Agent. Find your dream house with Redfin's award-winning tools and full-service brokerage at your fingertips!

* Participated in scrum meetings to help with collaboration among the mobile team.
* Reduced code footprint and increased reusability of logic by refactoring code from MVP to MVVM.
* Programmed new features in Kotlin and transitioned some existing features from Java to Kotlin.
* Customized Home Filters to enable search by price, property type, and desired features.
* Programmed/configured app to enable users to save favorite homes and property searches to their Redfin account.
* Programmed/configured app to get directions and alert a user to attend every open house in user’s area.
* Configured MixPanel API to send instant notifications when a new home hits the market and push notifications for any house, condo, or townhome that meets search criteria.
* Created bound service to send requests, receive results, and even do so across processes with interprocess communication (IPC).
* Developed UI’s using wireframes provided by graphics team via Zeplin.
* Used Git with Bitbucket servers for the applications Version Control System.
* Used Coroutines for efficient and lightweight handling of asynchronous operations.
* Utilized Facebook Stetho, Charles Proxy API, Memory profiler, HierarchyViewer and Android Profiler to identify issues and enhance the performance.
* Coded the algorithm necessary to properly structure the query for the request needed to implement the “Filtered Search” feature.
* Migrated from AsyncTasks and IntentServices-based components to a reactive paradigm with RxJava concurrency modelling.
* Included Android-Job utility library to run jobs delayed in the background by creating JobRequest with the corresponding builder class and scheduled this request with the JobManager.
* Communicated with Calendar AP and content providers to read calendar events plus confidential information, read contacts, read web bookmarks, and history.
* Refined and improved performance of the app using SonarQube, Network profiler, CPU, and battery profilers.
* Utilized background services to update locally stored JSONS.
* Used Dagger2 for dependency injection.
* Implemented UI Test Automation using Espresso as a testing tool to accomplish the task.
* Used Jenkins for Continuous Integration and build creation on a private server.

**Fox 31 KDVR/ Tribune Broadcasting, Denver, CO Nov 2014 – Mar 2016**

***Android Developer***

[***https://play.google.com/store/apps/details?id=com.kdvr.localtv***](https://play.google.com/store/apps/details?id=com.kdvr.localtv) (Rating: 3.3; Installs: 100,000+)

The FOX31 Denver KDVR and Colorado's Own Channel 2 KWGN mobile app brings you all the top stories from our daily broadcasts, as well as stories developing in real time.

* Assigned to an Agile development team.
* Worked on Uncle Bob clean code architecture using MVP in a TDD environment.
* Programmed in Java using the Eclipse IDE and the Android Development Tool (ADT).
* Helped implement Material Design UI/UX as well as alignment to guidelines.
* Optimized the size and performance of mobile applications and frameworks.
* Refactored un-optimized pieces of code to guarantee maximization in the use of resources.
* Applied in-depth knowledge and demonstrated skill to extensive Unit and Functional testing.
* Performed testing and debugging with the Dalvik Debug Monitor Server (DDMS).
* Utilized tools Robotium in Android and Roboelectric.
* Tested the application for relevant bugs, fixed the leaks, and deployed on different Android devices to validate the application’s stability.
* Handled memory leaks in constructors and threads to speed up the response time.
* Used GIT for project management and version control.
* Used Jenkins CI for continuous integration.

# **Sephora: Shop Beauty on the Go / San Francisco, CA  Nov 2013 – Nov 2014**

***Android Mobile Application Developer***

[***https://play.google.com/store/apps/details?id=com.sephora***](https://play.google.com/store/apps/details?id=com.sephora)(Rating: 4.7; Installs: 1,000,000+)

Makeup, skincare and beauty products lead to rewards and Beauty Insider Cash when you shop with Sephora! Use the app and discover the best in beauty shopping, makeup and skincare hybrids, fragrance & more from top brands or easily find a store near you with reserve online and pick up in-store.

* Delivered across the entire app life cycle concept, design, build, deploy, test, release to app stores.
* Worked directly with developers and product managers to conceptualize, build and test products.
* Built prototypes at tech scoping stage of projects.
* Refined code to include ZXing multi-format 1D/2D barcode image processing library to scan products to instantly read ratings and reviews.
* Worked on Find in Store feature on the Product Page feature implementation.
* Developed Testing frameworks using Robotium, Robolectric and other automated testing tools based on requirements.
* Refined the app using latest classes, Fragments, Receivers, Widgets, notifications and best UI external libraries.
* Implemented Picasso, Volley for smooth networking operations and image loading and caching.
* Simplified communication between Activities, Fragments, Threads, Services, etc. using greenrobot Event bus library.
* Worked on Synchronization of the backend database with the frontend UI, SQLite by implementing RESTful web services and JSON parsing.
* Made app multithreaded using, Async Task, Thread Pool. Executors, Executors, Parallel Programming and Handlers.
* Added ACRA library to automatically post-crash reports to a GoogleDoc form.
* Updated various UI components, such as adding ViewPagerIndicator widgets to existing ViewPager objects and improving custom progress indicators.
* Implemented GSON library for serialisation and deserialisation of Json data received from remote APIs.
* Integrated Amazon in-app purchases.
* Provided backward compatibility to the application using support packages, fragments external libs, ActionBarSherlock and ActionBarCompact.

# **EDUCATION**

Bachelor of Science - Information Technology - University of Central Florida