**Profile Summary**

* 8 years in Android development.
* Experience coding new Android mobile apps from scratch as well as refactoring, transitioning and revising existing apps.
* Experience in Android mobile app IDE coding in Java and Kotlin.
* Experience converting Java arrays to mutable and immutable lists to reduce code overhead and provide consistency.
* Experience refactoring Java code to Kotlin, eliminating null pointer exceptions.
* Experience implementing new features in Kotlin.
* Use Retrofit and GSON to retrieve information from an internally programmed API and make the conversion between the JSON and POJOs using Gson Covertor with Retrofit.
* Use RxJava to handle the responses from the web services.
* Use sync adapters to load changed data from server and to send modified data to server from app.
* Work with GSON and Jackson library to parse JSON files on the Android project.
* Use intent services and Retrofit with OkHTTP3 to handle calls and process JSON objects with GSON converter.
* Generate a Material Design ready code-base including views in the design support library.
* Use of a variety of views: CardViews, RecyclerViews,
* Implementation of Snackbars, Floating Action Buttons, Custom views, Navigation Drawer
* Implement LRU Cache to increase the performance of ListView scrolling.
* Develop UI for both landscape and portrait Screen orientations using qualifiers.
* Use of Android JetPack for Data Binding to communicate between ViewModels and UI components.
* Implement JetPack LiveData to display most current data locally available.
* Simplify database back-end using JetPack Room Database.
* Use of Reactive-X RxJava and RxAndroid.
* Google Material Design, TextViews, WebViews, Navigation Drawer, Floating Action Button, Widgets, Compound View, Custom View, RecyclerView, View Pager and Tab Layout, Fragments.
* Work closely with Project Managers, Product Managers, and Stakeholders to ensure app developments meet specifications and successfully drive corporate strategy.
* Mentor developers about best practices.
* Conduct code reviews to ensure high-quality standards.
* Work with cross-functional teams to ensure excellence in app performance and user experience.
* Oversight of off-shore development teams to maximize productivity and coordinate tasks.
* Ensure efficient development processes though use of development methods, standards and workflow, keeping sprints and projects on-track.

**Technical Knowledge and Skills Table**

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| **Architecture Patterns**  MVVM, MVP, MVC  **Design Patterns**  Dependency Injection, Singleton, Builder, Decorator, Façade, Visitor, Proxy, Mediator, Interpreter, Command  **IDE**  Android Studio, Eclipse, Visual Studio, NotePad++  **Programming Languages**  Java, Kotlin, JavaScript, C, C++, C#, HTML5  **RESTful Web Services**  RxKotlin, Retrofit, RxJava, Volley, OkHTTP, REST, SOAP, JSON, GSON, XML  **Threading**  Event Bus, Intent Services,  Handlers, Loopers, Loaders  AsyncTask, Kotlin Coroutines  **Project Tools**  JIRA, Kanban, Confluence, Trello, Slack  **Repository/Versioning**  Git, GitHub, GitLab, Bit Bucket, SourceTree  **Continuous Integration**  Jenkins, Travis, Hudson  **Testing Frameworks**  Espresso, Mockito, Robotium, UI Automator  **Database**  SQLite, Firebase, Realm, MongoDB  **JetPack Components**  Room, VIewModels, LiveData, Download Manager |

**Work Experience**

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| **Android Development Lead**  **09/2021 to Present**  Fiserv – San Ramon, CA |
| <https://play.google.com/store/apps/details?id=com.fiserv.touchbankingasp&hl=en&gl=US>  Rating: 3.9; Installs: 500,000+  Now you can manage your money anytime, anywhere – from your mobile device. With TouchBanking you can conveniently and securely check your account balances, view recent transactions, transfer money between your accounts, pay bills, find ATMs and branch locations.  Contributions:   * Migrated from MVP to MVVM architecture to reduce and consolidate code to make use of Android Ktx plugin. * Applied design patterns Singleton, Façade, and Builder. * Made version upgrade to Android SDK 31, AndroidStudio Artic Fox. * Made Retrofit Rest calls with AES-256 encrypted and secure by HTTPS TLS 1.2 to Amazon Web Services. * Created automated UI testing using Espresso and Mockito. * Used Dependency Injection-Dagger, Reactive and functional programming (Rx, Coroutines, Flow etc.), Retrofit, and LiveData. * Applied AMPCapture to enhance audio. * Implemented Proguard and ShrinkResources to prevent reengineering the APK. * Implemented Room ORM for persistent data storage and fast data retrieval. * Utilized SQLite for data persistence and Shared Preferences for login info. * Ran Fortify SCA static application security testing (SAST) to analyze source code for security vulnerabilities. * Worked with Jenkins CI server for continuous integration and followed Test-Driven Development (TDD) methods. * Worked in an Azure DevOps environment. |

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| **Sr. Android Developer**  **01/2020 to 09/2021**  Chevron Mobility – San Ramon, CA |
| <https://play.google.com/store/apps/details?id=com.stuzo.chevron&hl=en_US&gl=US>  Rating: 4.6; Installs: 100,000+  Use your smartphone and the Chevron app to pay for fuel from the comfort of your driver’s seat for a fast and simple experience at the pump! It’s simple to do: Before heading to the station, sign up and create a user account for mobile payments and link your PayPal account, Venmo account, Chevron, and Texaco Techron Advantage® Card, or credit card to your user account Then, find a station that is processing mobile payments through the station locator feature. At the station, use the app on your phone to reserve the pump and select your payment method from your driver’s seat. When prompted, fill up at the pump and go. Your receipt will be waiting for you on your phone!  Contributions:   * Working within Agile/Scrum environment to develop stories and tasks. * Developing Android in MVVM architecture for scalability and modularity. * Working on application from scratch using JetPack components and Android KTX. * Migrating code to Kotlin language with coroutines, sealed classes, null safety check on Techron Advantage Card feature to check balance and make payments. * Programming Kotlin expressions and higher-order functions to reduce boilerplate code. * Developing new features in Kotlin to reduce codebase with data classes and extension, * Using reactive frameworks such as RxJava, RxAndroid, RxBluetooth, and RxKotlin. * Applying Pdfviewer SDK to view in-app receipts for Mobile Payments. * Adding ability to mock final classes/methods using Mockito. * Adding WorkManager to project to periodically sync application data with a server and send logs, analytics to backend services. * Pair-programming with dev-ops team to enhance deployment process for several environments using Bamboo and Jenkins. * Writing the technical API documentation. * Implementing Data Classes, Sealed Classes, and Singleton Objects. * Enabling modular app development and working on Chevron SDK with functional reactive programming using Map, Flattop, Zip, and Concat operators. * Implementing LiveData to notify views of any database changes, manage activity and fragment lifecycles. * Collaborating with Bluetooth LE with a proprietary Tile iBeacon under the Eddystone protocol. * Creating, testing (unit testing and integration testing) suites with Espresso and Mockito. * Using Koin for Dependency Injection and Data Binding with Observable for easy binding integration with Koin for Dependency Injection. * Pair-programming to link PayPal account and Techron Advantage Card to user account using RxKotlin and Retrofit. * Used Dagger, Retrofit, Robolectric, Picasso and other third-party libraries. * Adding a custom account to the user's device to authenticate back-end services using OAuth. * Improving location-based features, including geocoding, geofencing for station locator feature, and finding a Chevron or Texaco station. * Mentoring junior developers by explaining code, pair-programming, explaining project approach and arhitectural models and reviewing code. * Analyzing the requirements and develop strategies for the development of the Web and Android product. |

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| **Senior Android Mobile App Developer**  **01/2018 to 12/2019**  Washington Post – Washington, DC |
| <https://play.google.com/store/apps/details?id=com.washingtonpost.rainbow&hl=en_US&gl=US>  Rating: 4.7; Installs: 1,000,000+  Designed for your tablet and smartphone, the Washington Post Select app keeps you informed with award-winning national and international news coverage—along with striking photography and informative graphics that bring stories to life. Breaking news and important updates keep you in the loop throughout the day. Intuitive browsing and a streamlined design allow you to seamlessly navigate through stories and enjoy in-depth reading. Free to download, subscribers enjoy unlimited access.  Contributions:   * Worked with a team of 5 developers. * Developed new features and resolved issues using Android Studio. * Worked in Android Studio in Java and XML, and increasingly incorporated Kotlin into the code base. * Built application using MVVM architectural patterns. * Reduced learning curve on Kotlin language by creating multiple training materials and balance current sprint work with mentoring developers’ piers. * Worked in a hybrid code-base with both Java and Kotlin coding while transitioning to Kotlin. * Used reactive frameworks such as RxJava, RxBluetooth and RxCocoa. * Improved performance on back-end integration by transitioning to Retrofit working with RxJava and parsing JSON objects with GSON. * Organized the code into submodules to easier add to and subtract from the Android app. * Wrote new features in such a way that they could be added to a submodule to be used by multiple apps. * Participated in weekly Android app testing to ensure quality of new additions. * Used Jira and spreadsheet for tracking and project management. * Applied Agile Scrum methodology and two-week sprints with code reviews, merging, and testing. * Participated in daily check-ins to report progress, and filled-in for Scrum Master as needed. * Worked extensively on back-end integrations, logic and performance, worked on UI/UX (e,g., content recirculation module, the GDPR screen, the classic onboarding screen, and the GUI for the podcast player). * Made updates encompassing new features and issue resolutions. * Worked with quality testers to ensure any issues found were and resolved prior to Play Store or user involvement. * Implemented unit tests with the help of JUnit, Robolectric, Mockito, and Espresso. * Implemented automated UI tests utilizing Espresso. * Collaborated with cross-functional teams. * Integrated 3rd-party libraries such as Firebase. * Used Crashlytics to track errors and tracked crashes in Fabric for Android. * Added tracking libraries like AppsFlyer, to track events in the app, such as purchases and uninstalls. * Demonstrated new features to stakeholders at the end of each sprint. * Used WebEx for presentation to remote stakeholders. * Configured Android emulator through Android Studio for device testing on specific Android OS versions. * Worked with Android app architecture to add new features visible to the user, like the recirculation carousel. * Used animations to give the user additional feedback during interactions. * Used ratings and reviews on the app store to diagnose and prioritize bugs in the apps. * Stayed up to date on the latest versions of the Android OS making sure to implement any necessary changes on the Android app required by new Android OS versions. * Used Dagger2 for dependency injection. * Used Git for source management. |

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| **Android Mobile App Developer**  **11/2015 to 12/2017**  Little Caesar’s – Detroit, MI |
| <https://play.google.com/store/apps/details?id=com.littlecaesars&hl=en_US&gl=US>  Rating: 4.7; Installs: 5,000,000+  If you love pizza, you've come to the right app. AND WE DELIVER! Sorry, couldn’t wait to get that out. This is the app that can make you a pizza artist. Create your own masterpiece online and then get it delivered.  Contributions:   * Involved in all phases of software development life cycle, including planning, architecture, development. * Worked on an Agile/Scrum team and made recommendations for project efficiency and quality during Scrum meetings (planning, retrospective) and discussions, assisted with project planning, and ensured deadlines were met. * Oversaw quality testing, working with testing team. * Utilized RxJava and MVP architectural pattern, with various design patterns such as Abstract Factory, Builder, Observer, and Singleton. * Worked closely with UI/UX designers and interacted with stakeholders, product managers and business units to gather requirements and ensure final product matched needs. * Incorporated payment integration with SSL for protection of financial information. * Added value encryption in SharedPreferences using AES 128 with the Secure-preferences Library. * Analyzed and determine the time and effort needed to perform a user story. * Added push notification features with Firebase Cloud Messaging for Android. * Created the database using SQLite local file and a Firebase implementation. * Delivered the setup of a Firebase mobile back end, setting up the code cloud and the connection with multiple external services. * Used native Android and third-party technologies to optimize the app functionality including, Material Design, Firebase Cloud Messaging, Espresso, JUnit, SQLite, Glide, Shared Preferences, Java, MixPanel, EventBus, Travis., RxJava * Built the application to support multiple screen sizes over various Android devices through qualifiers and fragments. * Configured private GitHub as a code repository for the Android development team. * Configured the continuous integration process with a Jenkins instance hosted on a private server. * Connected the app to Twitter, Instagram, and Facebook, by integrating their SDKs. * Contributed to the technical documentation to increase the maintainability. * Implemented Google Maps for location search with the Google Location APIs. * Developed multiple modules ready to be released with Android 7.0 features (multi-window and enhanced notifications). * Effectively used Activities, Services, Broadcast Receivers, SQLite, and Preference components of Android. |

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| **Android App Developer**  **10/2013 to 11/2015**  Snag – Glen Allen, VA |
| <https://play.google.com/store/apps/details?id=com.snagajob.jobseeker&hl=en_US&gl=US>  Rating: 4.7; Installs: 5,000,000+  Snagajob is the #1 free, easy job finder app to find part-time jobs and full-time jobs, make job applications easier, get great career advice and more. Great for students, teens or anyone who needs flexible hours. Plus, Snagajob is better than Indeed, Monster or ZipRecruiter because we only have hourly jobs, so it makes your job search easier.  Contributions:   * Configured app to save search and get email updates when new jobs are posted that match in search. * Consumed web services with a Volley client to support for request prioritization and strong ordering that made it easy to correctly populate the UI with data retrieved asynchronously from the network. * Configured app to search for local job openings and have daily job matches sent directly users’ phones. * Enabled views of job application status updates on jobs that users have applied to. * Included Moshi library for built-in support for reading and writing Java’s core data types. * Configured app to enable a user to apply to jobs with just one click using Snag profile. * Performed 80% integration testing using Robolectric framework. * Improved user interface by adding AndroidSlidingUpPanel component foe draggable sliding up panel and circular ImageView in list view. * Applied map search feature to enable finding jobs hiring in user area. * Created a Snag Widget on home screen to show the latest offers according to users’ geo-location. * Incorporated contacts, calendar, gallery device specific content-providers and built custom content providers to share data across processes. * Replaced old SQLIte database with Realm to include difficult-to-build features like two-way data sync, realtime collaboration, persist with lightweight transactions and query using fluent interfaces. * Modularized code by using Dagger 2 dependency injection library to decouple the classes to make the code easier to test and maintain with no hard dependencies. * Implemented Bolts Framework to perform branching, parallelism, and complex error handling, without the spaghetti code of having many named callbacks. * Worked on functionalities like WIFI, Bluetooth, and cellular data for data transfer. |

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| **Software/IT Support Provider**  **06/2011 to 10/2013**  Atlassian – San Francisco, CA |
| Atlassian is a software company that develops and supports clients across industries with project tracking, content creation and sharing, and service management products to work better together and deliver quality results on time.  Contributions:   * Hands on with various object-oriented programming languages (e.g., C++, Java, etc.), and integrating with multiple database platforms (e.g., Windows Server, Oracle, etc.). * Programmed Java based code to convert source files into custom flat file layouts. * Performed requirements gathering, analysis, design, development, and testing of various types of applications, both custom and off-the-shelf. * Utilized Node.js server for hosting using express middleware. * Performed unit testing and integration test cases to check the functionality of modules, * Developed and enhanced features to restrict usage based on authorization and authentication tokens. * Conducted troubleshooting activities on customer issues over the phone and in person, accurately diagnosing and resolving issues in response to customer reported incidents. * Spearheaded the research, evaluation, and feedback on problematic trends and patterns in customer specific issues such as network connectivity, software, hardware, etc. * Developed and maintained problem tracking and resolutions databases, endeavoring to always ensure comprehensive and accurate documentation. * Implemented customer support policies, procedures, and standards. |

**Education**

**Bachelor of Science - Computer Science - University of Tulsa**