

# TYLER HOLLAND

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## EXPERIENCE

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### GOOGLE

#### *Senior UX Engineer - YouTube Shorts Media Gen*

Apr 2024 - Present | Mountain View, CA

*Dart & Flutter*

- Created high-fidelity prototypes in Flutter Web to showcase new Gen AI model capabilities, which were featured on [Good Morning America](#) and [Made on YouTube](#)
- Worked across teams to optimize early stage prototyping inside YouTube, bringing time to first prototype down from weeks to hours

#### *Senior UX Engineer - YouTube Create*

Sep 2022 - Apr 2024 | Remote

*Dart & Flutter*

- Launched YouTube Create, a mobile video editing app, and YouTube's first standalone app in seven years (press: [TechCrunch](#), [The Verge](#), [ZDNet](#))
- Created and maintained design system components in code and optimized animation performance
- Gave presentations at the Google UX Engineering conference and YouTube UX conference about bespoke Flutter widgets created for the YouTube Create app, such as our novel adaptive bottom toolbar
- Presented at [Google I/O 2024](#) on Adaptive UI in Flutter, and co-wrote the new [Flutter Adaptive documentation](#)

#### *Senior UX Engineer - Stadia*

May 2021 - Sep 2022 | Remote

*Dart & Flutter*

- Launched the Stadia app on iOS and Android, and the Immersive Steam for Games Client SDK
- Built an adaptive UI framework library for Flutter that allows apps to easily modify their UI based on screen size and input types, and is currently in production in other Google Flutter apps, like Google Earth
- Created a testing website using Flutter for Web that showcased each of our design system components in different states for easy verification from UX designers, and easy testing during development for the engineering team

### YOHANA

#### *Senior Android Engineer*

Aug 2020 - May 2021 | Remote

*Kotlin & Jetpack Compose*

- Key member of a small Android team (~3 SWEs) building a concierge app for busy families
- Built out key user journeys while working closely with UX and Engineering to accelerate the rate at which we shipped features through reusable components

### GOOGLE

#### *UX Engineer / Software Engineer - Stadia*

Sep 2018 - Jul 2020 | Mountain View, CA

*Dart & Flutter*

- Founding mobile engineer for the first public-focused Flutter app by Google
- Lead the design, implementation, and documentation of our core architectural framework which became the recommended state management solution for Flutter apps across Google
- Created and maintained a robust user sign in/sign up flow with a full suite of tests
- Created and maintained our core UI components, working closely with our UX team to achieve pixel perfection

#### *Android Developer - Nest*

Jan 2015 - Sep 2018 | Palo Alto, CA

*Java & Kotlin*

- Launched numerous new products - Nest Thermostat v3 & E, Nest Remote Temperature Sensor, Nest Secure
- Championed the switch to Kotlin, wrote new features in Kotlin and added developer documentation to help the team onboard to the new language

## EDUCATION

CALIFORNIA POLYTECHNIC STATE UNIVERSITY

BS, Computer Science

San Luis Obispo, CA

2008-2012

## **COMMUNITY CONTRIBUTIONS & INTERESTS**

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- [Giving What We Can lifetime member](#) - I've pledged to donate 10% of my lifetime income to effective charities
- Lifelong athlete who primarily enjoys long-distance running and (stationary) biking
- Passionate about renewable energy, smart homes, waste reduction, and sustainability
- Silicon Valley Bicycle Coalition member, and supporter of walkable, accessible cities