

# Christopher Carlisle

## Android Developer

Software engineer with a passion for Android development. Currently seeking employment in an Android development focused environment with opportunities for new languages, technologies, and learning opportunities.

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📍 San Antonio, TX

## TECHNICAL SKILLS

### Languages

Kotlin, Java, XML, JSON, Python, Bash

### Frameworks

Android SDK, Jetpack libraries, Hilt, Dagger, Retrofit, RxJava, Detekt, Coil

### Tools

Android Studio, Vim, Git, Zsh, Beyond Compare, Postman, Docker

## PERSONAL PROJECTS

### WallHeaven (07/2020 - Present)

- Android application using WallHavens public API for computer wallpapers as a personal sandbox to experiment with Hilt, Retrofit, MVI architecture, and Jetpack Compose.

## WORK EXPERIENCE

### Senior Software Engineer

#### USAA (Android Developer on Native Build Team)

10/2021 - Present

##### Achievements/Tasks

- Automated the creation of change requests on the pipeline using manual jobs that would fill out the form using a template provided by the team.
- Created application to receive JSON payloads from a GitLab webhook and publish events to VictoriaMetrics. The data was then used to create dashboards and alerts in Grafana to monitor the Native Mobile CI pipeline performance.
- Created application to retrieve all failed jobs from the GitLab API and group by cause of failure. This was used to diagnose and prioritize common environmental issues in the CI pipeline.
- Converted the Android enterprise codebase to use the Gradle version catalog and migrated all libraries that still required jetification to jetified versions to reduce build times for developers on their machines.
- Current rotation as Android mobile release maintainer and Android on-call. Primary responsibility includes interdepartmental peer code reviews to ensure high quality deliverables to the application, build failure analysis, and 24/7 availability for mobile related issues and resolution.

### Senior Software Engineer

#### USAA (Android Developer on Native Infrastructure Team)

06/2021 - 10/2021

##### Achievements/Tasks

- Developed and deployed Docker image for continuous integration pipeline to alleviate the resource consumption of 16 physical boxes that were being used for the pipeline.
- Updated in-house Jetpack Navigation infrastructure to support URL path mapping to destinations, including the ability to account for differences in URL parameters.
- Developed Android Webview Javascript plugins for enterprise migration to new enterprise webview component.

## WORK EXPERIENCE

### Senior Software Engineer

#### USAA (Android Developer on Native Experiences Team)

12/2018 - 06/2021

##### Achievements/Tasks

- Developed a native library of enterprise Jetpack Compose components for use by other teams to develop user experiences.
- Lead adoption of Jetpack Compose for new development effort. This includes demonstrating feasibility of Compose to create new UI screens without any loss of functionality to the Business and Architects.
- Lead developer on effort to transition the Android application from using a navigation drawer to bottom navigation bar. Difficulty was increased due to having the requirement of being able to switch between the two with a remote configuration change.
- Creator and maintainer of Android CodeLab to train current and incoming developers to use Dagger, Retrofit, RxJava, MVVM, and new internal processes for application development. This CodeLab includes a step by step walkthrough of building a feature in Kotlin using each concept with benchmarks along the way.
- Innovation work includes script for Git pipeline to warn developers of differences in R8 code shrinking when attempting to merge a feature branch into a release branch.

### Software Developer I

#### USAA (Android Developer on Native Experiences Team)

03/2016 - 12/2018

##### Achievements/Tasks

- Developed and taught Git training course for the enterprise. As mobile was the first consumers of Git at USAA, I recognized a need for a developer internal Git training. Training started with basic concepts of how a Git repository is structured and students left the course with an understanding of how to perform an interactive rebase.
- Integrated A/B testing tool to allow the business to test experiences with members.
- Part of team that championed the adoption of Kotlin into Android development at USAA. Met with Architects and Tech Fellows to present developer design documents on how the language compares with Java, what risks there were for the enterprise, and how we could mitigate them.
- Mentoring and on-boarding of new team members to include training on internally developed libraries, Java, Kotlin, code management and soft skills.
- Created feature to retrieve SMS two factor code from a text message and insert the SMS code into an application webview via the JavascriptInterface.

### Software Developer II

#### USAA (Android Developer on Native Experiences Team and Mobile Maintenance Team)

06/2013 - 03/2016

##### Achievements/Tasks

- Team responsible for performing impact analysis and upgrading Android application to new SDK annually. Also responsible for upgrading Google Play Services and Android Gradle Plugin semi-annually. This continues to present.
- Team modernized the Android application to a newer mobile experience targeting KitKat API in six months with complete rewrites of features.
- Designed infrastructure to wrap the Android runtime permissions request allowing developers to pass the permission being requested and callbacks, should the request be allowed or denied.
- Founding member of the Android Developer Community at USAA. Continue to provide support for this community by producing presentations and coordinating onsite live viewings of Google I/O presentations.

### Software Developer III

#### USAA (Android Developer on Mobile Maintenance Team)

02/2013 - 06/2013

##### Achievements/Tasks

- Developer on team responsible for designing and building a reactive authentication infrastructure which managed authentication level for every application service call. This required multi-team collaboration for replacing infrastructure that previously required consumers to have explicit authentication level knowledge for each service.
- Responsibilities included triaging and fixing production issues.
- Performed a three month rotation on our availability team monitoring production web and mobile applications.

### Computer Systems Engineer III

#### USAA (Mainframe Automation Team)

01/2012 - 02/2013

## **EDUCATION**

### **Bachelor of Science, Computer Science**

Texas A&M University - Corpus Christi

2011