Victor Oben "Learn to code in Kotlin you must, for only then will the force guide you."

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Passionate driven Software Engineer with experience building apps with over 20,000 users. Main focus is Android with Kotlin, but I've got experience with Backend systems on AWS.

Current position: Android Engineer <u>@Spoton</u>, Youtube content creator <u>@youtube</u>

Language Skills: EN FR - Fluent

Technology Summary: Kotlin | Java | Android | Python

Education: BSc. Mechanical Engineering, Georgia Tech, May 2016

Education: Self-taught CS fundamentals

Professional Experience

| SpotOn | solstice | |
|-------------------|--------------------|------------------|
| SpotOn - Chicago | Solstice - Chicago | O-dev - Atlanta |
| Feb. 18 - Present | March 17 - Feb 18 | July 16 - Feb 17 |

Technical Accomplishments:

- Built Point of Sale solution for over 20,000 SpotOn merchants in Kotlin.
- Implemented calculations around taxes, ensuring the high accuracy which built trust with our merchants.
- Migrated legacy codebase from Java to Kotlin using MVVM architecture.
- Created library for overlaying various map layers on top of mapbox resulting in a 98% crash-free experience.
- Introduced RxJava framework which standardized threading architecture across entire app.

Portfolio (Latest Commercial Apps):

- <u>Encirca® Pro</u>: Monitor crop health throughout the season using machine learning.
- SpotOn Povnt: Square-like payment solution for small business merchants.
- SpotOn Mobile: Rewards and discounts tracking app for spoton users.
- <u>Diners Club</u>: Travel guide for Diners club card holders.
- <u>Cinemaloop</u>: Tinder-like app for matching based on movie preferences.

Android Related Skills:

Kotlin (since late 2017) | CI (Jenkins, Gitlab CI) | Static Analysis Tools (Detekt & Ktlint) | Clean Architecture | MVP & MVVM | Async: Coroutines & RxJava2/RxKotlin | DI: Dagger 2, Koin | Testing: JUnit & Espresso | Ktor: Kotlin Server/Client | Design Patterns | Gradle Kotlin DSL | Android SDK | Android Architecture Components (ViewModel & Live Data) | Automation and Deployments: Fastlane | Material Design | Activities vs Fragment | Custom views | Android Jetpack | Processes and Threads in Android | memory leaks + tools | Handling Android permissions | Multiple Google map and Mapbox implementations | Okhttp, Retrofit | Gradle: dependencies, targets, flavours | Styles + Dimens | Android animations | Moshi & Gson | Firebase, Google Analytics and Appsee | RoomDB, Realm