

Brandon M Allenstein

CONTACT

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SKILLS

Programming Languages - Kotlin, Java, SQL/MySQL, Python

Technologies & Tools - Android SDK, JSON, Git/Github, Retrofit/OkHttp, RxJava, Picasso, Glide, Dagger I & II, Moshi, Epoxy, Hilt, Jetpack Compose

Other Tech Knowledge - MVP & MVVM architecture, Kotlin coroutines, Junit & Espresso testing, GraphQL, working with Rest APIs, working within a CI/CD process, modularization of existing apps

EDUCATION

Bachelor of Science, Computer Science
Bachelor of Art, Political Science

Rutgers University – Newark
Newark, NJ / August 2019

PERSONAL PROJECTS

5/3/1 Tracker (Android, Kotlin, MVP)

- Developed and published a dark mode app that tracks weightlifting metrics for the 5/3/1 training program that generates weekly routines, computes weight requirements and breakdowns, and tracks user progress.
- Recent updates and migration to Kotlin saw a 10% increase in the user downloads and a 50% decrease in non-responsive crashes compared to the previous Java versions.

PROFESSIONAL EXPERIENCE

Android Engineer

Public.com / New York, NY (Remote) / July 2021 - Present

- Integrated ideas, plans, and feedback from stakeholders to overhaul the onboarding process with additional features, seeing an over 15% increase in first-time deposits.
- Iterated and steered the successful launch of Public Calendar, a warmly received user engagement feature that integrates with every aspect of the app.
- Joined together with the design team in redesigned the financial UI to be more straightforward, elegant, and concise in its displayed information, refactoring the code base as needed.
 - Utilized Jetpack compose to migrate commonly used components to simplify UI and streamline development.
- Assisted in modularizing the app, improving developer-based performance by reducing compilation times by 30%.

Android Software Engineer

FanDuel / New York, NY (Remote) / Sep 2020 – July 2021

- Revamped two integral features of the FanDuel Fantasy app, Contest creation & new user Onboarding, streamlining both processes to have a more efficient and logical flow.
- Diagnosed and rectified the cause of a multi-activity bug that prevented over 500,000 users from viewing account information and accessing their funds.
 - Returned the app to a 99.95% crash-free rating on Firebase analytics through updating libraries and resolving code discrepancies.
- Integrated development tools to reduce time spent on test development while maintaining an over 90%+ coverage for unit and automated tests combined.
- Fostered discussion on the importance of a unified app structure within the Android team of 4.
 - Upheld the company ideals of gaining a technical edge by using modern tech, focusing on code reusability and scalability, and aiding in migrating 5% of code to Kotlin each quarter.

Android Software Engineer

OriginX Enterprises / Queens, NY (Remote) / Apr 2020 – June 2020

- Implemented analytic tools to measure and record app revenue that contribute towards marketing decisions.

Consultant/Contract – Android Developer

OperationIT / Melville, NY (Remote) / Sep 2019 – Nov 2019

- Collaborated with the lead android developer to update integral features for a user-facing AR makeup app and create parity with the iOS app by working with the iOS team.

Piippay / Newark, NJ / May 2019 – Aug 2019

- Enhanced app design by introducing LeakCanary, discovering and resolving multiple memory-related bugs and crashes, reducing load times by almost 40% and crashes by over 30%.