

# Brendan Kim

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Software developer with experience that includes contribution to a mobile app with over 1M installs. Seeking challenging software development roles

## EXPERIENCE

**Android Developer**, Rakuten - Tokyo

Apr 2018 - April 2019

*Rakuten hosts the largest e-commerce platform in Japan and offers diverse services to 1B+ members in 29 countries.*

- Member of two-member team responsible for design, architecture, new features, maintenance, and refactoring for Rakuten's large-scale payment Android application Point Card following Agile/Kanban methods. The app has 1M+ installs and allows users to scan a unique barcode to obtain/use points for purchase without a physical card during Point of Sale retail transactions at over 100+ partner stores.
- Maintained Point Card's SDK used by hundreds of business partners including McDonald's and Bic Camera (similar to Best Buy).
- Implemented targeted campaigns and advertising to users by consuming an internal REST API using test driven development.
- Collaborated and coordinated with internal backend, UI/UX, and web development teams to conduct feasibility studies and build prototypes and MVPs.
- Spearheaded process improvement initiatives to increase development velocity. Projects included a code refactoring to improve readability and automation of app deployment and compilation using Jenkins and Gradle.

**Coding Instructor**, Coding with Kids - Seattle, WA

Summer 2017

*Coding with Kids hosts programming instructors that teach K-12 students at Seattle area schools. They are expanding their services nationally to include an online platform.*

- Developed and implemented daily unit lesson plans for elementary students grades two through four.
- Administered projects and learning curricula to evaluate student performance.
- Assisted students in troubleshooting and debugging code.

## PROJECTS

- **Ontrack To-do App** Implemented an Android app that calculates a user productivity rating (0 to 100) using a robust algorithm with responsive and fluid UX following material design. ([github.com/blubberflub/OnTrack](https://github.com/blubberflub/OnTrack))
- **PicBackr** (Native Android) CRUD app with functional register/login utilizing SHA-256 encryption. Wrote API endpoints to store and retrieve photos on the host server with Java/MySQL. Provides quick and responsive data by utilizing preloading and caching. ([github.com/blubberflub/PicBackr](https://github.com/blubberflub/PicBackr))
- **Design Pattern Examples** Wrote examples of different MVx implementations of a basic CRUD app (Android and Kotlin) using modern frameworks and components to showcase robust maintainable/testable code. ([github.com/blubberflub/MvpListKotlin](https://github.com/blubberflub/MvpListKotlin) & [github.com/blubberflub/MvpList](https://github.com/blubberflub/MvpList))

## SKILLS

**Programming:** Java, Android, Kotlin, C, Python, SQL, (HTML, CSS, Javascript)

**Tools:** JUnit, Android Studio, Espresso, Mockito, JIRA, Git, Bitbucket, Jenkins, Groovy

**Frameworks:** Lifecycle components, RxJava, Retrofit, Dagger2, Volley, Glide, Room

**Concepts:** Test driven development, Agile/Scrum/Kanban, responsive design/UI/UX, software architecture and design (MVC, MVP, MVVM), object oriented programming, continuous integration/deployment, version control, REST APIs  
App build and deployment, Play store distribution

## EDUCATION

**BA, Computer Science and Systems**, University of Washington (2017)

