Brendan Kim

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Software developer with experience that includes contribution to large scale mobile apps. Seeking challenging software development roles.

EXPERIENCE

Software Engineer, OfferUp - Bellevue, WA   July 2019 - Present

OfferUp is a mobile-driven local marketplace where users can purchase and sell their personal items. OfferUp has broken the Top 50 most downloaded free apps on iTunes and Google Play

- Participated in Simplify initiative to trim and clean codebase to use modern frameworks and design patterns. Solely drove the effort to refactor our IAP screen in MVVM and Kotlin which resulted in a more robust, scalable foundation to build upon.
- Owned the full implementation of integrating tile ads for our item details screen in an abstracted manner to allow scalability and to provide ads from multiple ad providers including Google, Ebay, Bing, etc.
- Worked closely with product, UI/UX, QA, and backend teams to fully drive features from end to end and deliver a high quality product.
- Maintained client through implementing features, fixing bugs, writing UI/Unit tests, and making overall improvements in the codebase or the app itself.

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.
- 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.

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)
AA, Emphasis on Computer Science, Highline College - Des Moines, WA (2014)