Brendan Kim

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# Experience

**Android Developer** **April 2018-Present**

**Rakuten (Tokyo, JP)**

* Developed daily in Java for a large scale payment application following Agile/Kanban methodology
* Implemented targeted campaigns and advertising to users by consuming an internal REST API using test driven development
* Maintenance for application framework/SDK used by other major client applications
* Coordinated with other sole member to conduct feasibility studies, architect the implementation using flowcharts/UML diagrams, and quickly build demos which resulted in improved efficiency, speed and quality for our division

**Coding Instructor** **Summer 2017**

**Coding with Kids (Seattle, WA)**

* Developed and implemented daily unit lesson plans for elementary grade students, (2nd-4th grade)
* Administered projects and learning curriculum to evaluate student performance
* Assisted students in troubleshooting and debugging code through individualized teaching
* Fostered a classroom environment conducive to learning and promoting excellent student/teacher interaction

# Education

# University of Washington: BA in Computer Science and systems 2017

# Highline College: AA with an Emphasis on Computer Science 2014

# Projects

**Ontrack To-do App (Native Android)**

* Implemented productivity progress rating following an in-depth algorithm to calculate one’s productivity level.
* Responsive and fluid UX following material design

**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

**Design Pattern Examples** **(Native Android + Kotlin)**

* Hosted Github repositories with quick examples of different MVx implementations of a very basic CRUD app
* Utilizes latest frameworks and recommended components to showcase robust maintainable/testable code

# Skills & Abilities

* Test driven development (JUnit, Espresso, Mockito)
* Agile/Scrum/Kanban methodology (JIRA, Bitbucket)
* Responsive design/UI/UX
* Software architecture and design (MVC, MVP, MVVM)
* Object oriented programming best practices
* Continuous Integration/Deployment (Jenkins, Groovy)
* Git version control