**Brendan Kim**

Federal Way, WA • [brendankim22@gmail.com](mailto:brendankim22@gmail.com) • (080)-4065-3164 • [in/brendankim22](http://linkedin.com/in/brendankim22) • [github.com/blubberflub](https://github.com/blubberflub)

Software developer with experience that includes contribution to a mobile app with over 1M installs. Seeking challenging software development roles in Seattle upon return in February 2019.

**EXPERIENCE**

**Android Developer**, Rakuten - Tokyo Apr 2018 - present

*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 barcodes to obtain/use points for purchase without a physical card.
* 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](http://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](http://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](http://github.com/blubberflub/MvpListKotlin) & [github.com/blubberflub/MvpList](http://github.com/blubberflub/MvpList))

**SKILLS**

**Programming**: Java, Android, Kotlin, C, Python, MySQL

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

**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

**EDUCATION**

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

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