Boldijar Paul

Senior Android engineer (12+ years), iOS too. Kotlin, Jetpack Compose, Swift, SwiftUI. I build SDKs and apps that make devs happy — server-driven UI, monetization, paywalls, subscriptions. Dev experience and shipping fast matter.

Professional experience

2021 → now Reps (formely BigSpring) — AI-powered platform for workforce performance through practice.

Took over Android and rebuilt from scratch: Kotlin, Compose, MVI, ViewBinding, Epoxy, GraphQL, Camera API, Firebase (analytics, remote config, FCM), CircleCI, GitHub CI. Server-driven paywalls and subscription logic for dev revenue. Built a Kotlin Multiplatform layer for shared backend logic and smooth iOS integration. Now I own both native apps — Swift, SwiftUI, UIKit, MVC — shipping updates, testing, fixing, remote.

2021 Hoopmeetrics — Basketball stat tracker and score-keeping app. Complex validation logic (learned a lot of basketball rules). Real-time court & actions; in-app purchases and paywalls with Stripe. One of the most engaging apps I've built, on Play Store with dev-friendly SDK for stats.

2020–2021 Goldman Sachs — Banking app for a major US bank. Large multi-module Android: MVI, Epoxy, Conductor (no fragments), Dagger2, RxJava. Testing, code reviews, server-driven UI for dynamic monetization. Remote, fast iteration.

2019–2020 CoachUp — Private and group sport coaching app from scratch on Android.

Kotlin, MVVM, DataBinding, iOS app as reference for backend and UI. Koin, coroutines, Room, OkHttp/Gson/Retrofit, S3, Google Maps/Places, Stripe for payments and paywalls. Shipped to Play Store, great DX for coaching tools.

2018–2019 THENX & Heria Pro — Two fitness apps from scratch. Full dev, Play Store, maintenance. Native paywalls, in-app subscriptions via Stripe, server-driven UI so creators could grow revenue. Love the fitness space.

2018 Joined Toptal after a rigorous process. Freelancing to go beyond local

clients — diverse projects, SDKs and monetization tools.

2017   3 Screens Solutions — Android TV. Large multi-module apps, collaborated with Google (that led to my Google I/O 2018 invite). Leanback, Retrofit, monetization SDKs, reliable shipping.

2015–2017   Appsrise / P3 — Junior years at uni. Bundesliga app, READfy, PROtv. Java/
Kotlin, MVC, Content Resolvers, Realm, GCM (pre-Firebase). Play Store deployments, subscription features in some projects. Fast-paced, remote-friendly team.

2014–2015   3SStudio — First job in high school, hometown. Java, slow emulators, JAR libs. Shipped early apps with basic in-app features to Play Store. Foundation for the rest.

Education

2015–2018   Bachelor in Computer Science — Babes-Bolyai University, Cluj-Napoca
2018–2021   Master in Science, Technology and Innovation in Public Governance — Babes-Bolyai University, Cluj-Napoca

Tech stack

Android (10+ yrs)   Kotlin, Java, GraphQL, REST, databinding, viewbinding, Epoxy, Jetpack Compose, Firebase (analytics, datastore, remote config, FCM), Segment, Kotlin Multiplatform, coroutines, Dagger, Koin, unit tests, Retrofit/OkHttp, Room, MVC/MVVM/MVI, Stripe, Google Maps, Facebook API, Camera API, deeplinking.
iOS (4+ yrs)   Swift, SwiftUI, UIKit, Autolayout, GraphQL, REST, FCM, deeplinking. Keen on hybrid (Flutter) too.
Other   Jenkins, CircleCI, GitHub CI, Lokalise, Flagsmith, Flutter, Python (backend for server-side monetization).

Technologies (related, used today)

Android   Hilt, Koin, Coil, Glide, WorkManager, DataStore, Paging 3, Navigation Component, Baseline Profiles, Macrobenchmark, Kotlin Multiplatform (KMP), Compose Multiplatform, Ktor client, version catalogs, Gradle KTS.
iOS   SwiftUI, Swift Concurrency (async/await), Combine, StoreKit 2, RevenueCat, Xcode Cloud, TestFlight.

Cross-platform   Flutter, Kotlin Multiplatform, shared GraphQL/REST.

Things I brag about

· Built my own PDF reading library for iOS (pdfy) — dev-friendly SDK, server-driven
 UI, seamless integration for monetized apps.
· THENX & Heria Pro from scratch — love the fitness industry, subscription paywalls
 and features that helped devs grow revenue.
· @3SS: led Android TV work with the Google team, invited to Google I/O 2018.
· Worked across lots of domains; experience covers most kinds of apps, always
 high-quality, iterative, and empathy for devs and users.