
John Bono

Android Engineer

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SKILLS

| | |
|--------------------|--|
| Core: | Android SDK, Java, Gradle, XML, SQL, Kotlin, Groovy |
| Libraries: | RxJava, Dagger 2, Retrofit, Volley, EventBus, Glide |
| Services: | REST APIs, Google Cloud Platform, Firebase |
| Additional: | Unity, libGDX, Python, HTML, CSS, JavaScript, React Native |

WORK

Up Beet Kitchen, Inc Boulder, CO - *Android Engineer (remote), 2017 - PRESENT*

- Build mobile client with MVP clean architecture and Material Design principles
- Create trivia quiz game featuring embedded video conferencing via Zoom API
- Collaborate with web development team to integrate with existing database and authentication architecture

Renaissance Adventures, LLC Boulder, CO - *Android Engineer, 2016 - 2017*

- Developed personnel tracker featuring geofencing, alarms, and push notifications
- Designed quest generator with modular, extensible backend support from Firebase and Google Cloud Platform App Engine

RELEASES

Third Eye: Augmented Reality Exploration - [Download Third Eye on Google Play](#)

- Created a custom overlay view to display 20 searchable nearby locations
- Fused sensor data with Google Play APIs to bind information to real world objects
- Increased network efficiency with Volley data and Glide image caching

Movie Bug: Mobile Movie Database - [Download Movie Bug on Google Play](#)

- Implemented an endlessly scrolling custom RecyclerView and CursorAdapter
- Leveraged core Android framework components including Fragments, Loaders, and Content Providers

EDUCATION

Udacity - *Android Developer Nanodegree, 2017*

University of Florida - *Software Engineering, 2002*