
John Bono

Android Developer

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SKILLS

Languages:	Java, XML, Groovy, SQL, Python
Libraries:	Volley, Retrofit, Glide, EventBus, Dagger
Services:	Google Play, Google Cloud Platform, Firebase
Frameworks:	Android SDK, libGDX, OpenGL ES

PROJECTS

Arcana: 2D Action Adventure - <https://github.com/bonoj/Arcana>

- Harnessing the Ashley Entity-Component System, Box2D, and Tiled to develop a platformer powered by the libGDX Game Engine
- Refining projectile physics and collision detection to increase player immersion

Third Eye: Augmented Reality Exploration - <https://github.com/bonoj/ThirdEye>

- 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 by 80% with Volley data and Glide image caching

Movie Bug: Mobile Movie Database: - <https://github.com/bonoj/MovieBug>

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

WORK

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

- Build intuitive mobile client for Food Journal using 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 architectures

EDUCATION

Udacity - *Android Developer Nanodegree, 2017*

University of Florida - *Software Engineering, 2002*