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# John Bono

## Android Engineer

(650) 207-7832

[johnlbono@gmail.com](mailto:johnlbono@gmail.com)

web: <https://bonoj.github.io>

git: <https://github.com/bonoj>

in: [www.linkedin.com/in/bonoj](http://www.linkedin.com/in/bonoj)

## SKILLS

<b>Languages:</b>	Java, XML, Groovy, SQL, Python
<b>Libraries:</b>	Volley, Retrofit, Glide, EventBus, Dagger
<b>Services:</b>	Google Play, Google Cloud Platform, Firebase
<b>Frameworks:</b>	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*