John Bono  
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# SKILLS

**Android**: Android SDK / NDK, Kotlin, Java, Gradle, XML, SQL

**Libraries**: RxJava, Dagger 2, Retrofit, Moshi, Glide, OpenCV

**Cloud**: Spring Boot, Docker, AWS, Google Cloud Platform, Firebase

**Additional**: C++, C#, Unity, Python, Django, JS, React, Swift

# WORK

## [Affirm](https://www.affirm.com/) San Francisco, CA *- Senior Software Engineer - Android, Nov 2020 - Present*

* Draft RFCs and tech specs for major features including estimations and scoping
* Implement and maintain features, delegate tasks and mentor junior engineers
* Manage build release cycles, monitor beta to prod rollout, hotfix and triage on call

## [DoorDash](https://www.doordash.com/) San Francisco, CA *- Software Engineer - Android, Sep 2019 - Nov 2020*

* Integrated third party in app navigation library modularly for easy replacement
* Created tools to increase developer velocity and decrease manual testing time
* Refactored codebase from MVP RxJava to MVVM with Kotlin coroutines

## [R3PI](https://r3pi.io/) Dallas, TX *- Android Engineer, Aug 2017 - Sep 2019*

* Developed mobile and web clients for commercial trucking and automotive fleet management including telematics based routing and navigation, document scanning and signing, vehicle inspections, and battery health monitoring
* Interfaced with in house and third party hardware bluetooth and BLE devices
* Architected, built, configured, and deployed secure REST API microservices

# PLAY

## Third Eye: Augmented Reality Exploration - [Download Third Eye on Google Play](https://play.google.com/store/apps/details?id=com.hk47.realityoverlay&hl=en)

* Created custom AR camera overlay views to display nearby locations in real time
* Fused sensor data with Google Play APIs to bind information to real world objects

# LEARN

## Udacity *- Android Developer Nanodegree, 2017*

## University of Florida *- Software Engineering, 2002*