

Brian Lombardo

brian.lombardo.dev@gmail.com / linkedin.com/in/brian-lombardo-dev / github.com/brianlombardo

I enjoy delivering meaningful experiences built with quality code and maintainable architecture

Experience

Jersey Mike's Franchise Systems

Lead Software Engineer *January 2024 to present*

Suite of applications used by franchisees in over 2800 restaurants

- Led teams building point of sale, customer facing terminal, and reporting applications
- Managed remote staff, timelines, releases, and team workload
- Developed Android and Spring Boot applications with Kotlin and Java
- Refactored legacy Android architecture to MVVM with LiveData and custom state management
- Increased code coverage by introducing Espresso based testing framework with mock networking layer
- Collaborated with executive leadership to ensure that requirements and schedules were met
- Documented features according to company Shape Up process and tracked progress using Jira
- Improved delivery with automated deployments, logging, and validation scripts

Object Computing

Senior Software Engineer, Tech Lead *October 2022 to December 2023*

Consulting for ecommerce and healthcare clients

- Led teams building web applications and microservices
- Developed applications using Spring Boot, Micronaut, and Svelte
- Improved code quality and efficiency by building automation tools for code generation and validation
- Increased API test coverage with Spock and trained teams in test driven development

- Facilitated Agile processes including sprint planning, daily stand-ups, and retrospectives
- Collaborated with architects, stakeholders, and devops teams
- Managed staff, client expectations, timelines, and team workload

True Link Financial

Senior Mobile Engineer *June 2022 to October 2022*

Financial services application for account managers and caretakers

- Developed mobile application features in Flutter with Dart
- Implemented Card Management and Spending Monitor to enhance caretaker experience
- Increased performance by updating state management to reduce unnecessary redraws
- Improved maintainability by refactoring Widgets into reusable components and introduced UI tests
- Collaborated with backend team to define contracts and build mobile APIs
- Engaged with UX designers on mobile UI design and accessibility
- Streamlined deployment with CI/CD pipeline using CircleCI and Fastlane

World Wide Technology, Asynchrony

Senior Software Engineer, Tech Lead *October 2007 to June 2022*

Consulting for clients in financial services, government, quick service restaurant, and healthcare industries

- Led multiple teams and trained staff in best practices and test driven development
- Managed client expectations, timelines, and team processes
- Developed and shipped mobile, web, and desktop applications
- Worked cross functionally with UX, QA, Product and DevOps teams
- Built automation for configuration management and CI/CD pipelines
- Collaborated with sales team and customers to gather requirements and write SOWs
- Researched and developed POCs for Rust, Kotlin Multiplatform, and Android security
- Conducted interviews and built code exercises for Android, Flutter, C++, and Java

Skills

- **Languages** Kotlin, Groovy, Rust, Swift, Dart, Bash, JavaScript, Python

- **Frameworks** Android SDK/NDK, iOS, Flutter, React JS/Native, Spring Boot
- **Database** PostgreSQL, SQLite, Room, Flyway, Spring Data JPA, Firebase
- **DevOps** Ansible, Docker, Jenkins, GitHub, GitLab, Google Cloud Platform
- **Design** Clean Architecture, MVVM, MVP, BLoC, SOLID, OSI Model
- **Testing** JUnit, Mockito, Spock, Espresso, Robolectric
- **Tools** JetBrains IDEs, XCode, VSCode, Visual Studio
- **OS** Linux, BSD, AOSP, macOS, Windows

Education

Bachelor of Arts in Computer Science

Saint Louis University, St. Louis, MO