

Brian Lombardo

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Versatile software engineer with a passion for creating meaningful experiences through quality code and scalable design

Experience

Jersey Mike's Franchise Systems

Lead Software Engineer *January 2024 to February 2025*

Suite of applications used by franchisees in over 2800 restaurants

- Led a team of 8 engineers, leveraging pair programming and rigorous code reviews to enhance quality, performance, and collaboration
- Managed remote staff, project timelines, release cycles, and team workload, ensuring on-time delivery
- Developed customer facing terminal and point of sale apps with Kotlin and Java, targeting in-store Elo Android tablets
- Refactored Android architecture to MVVM with LiveData and custom state management to fix bugs and memory leaks
- Increased code coverage by introducing Espresso-based testing framework with a mock networking layer
- Maintained legacy desktop point of sale and back of house web applications by defining refactoring standards and testing procedures
- Collaborated with executive leadership to ensure business goals were met
- Documented features according to company process and captured technical requirements as stories in Jira
- Improved deployment efficiency with automated CI/CD, logging enhancements, and validation scripts

Object Computing

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

Consulting for ecommerce and healthcare clients

- Led small development teams building web applications and microservices
- Developed high-performance 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 to align technical solutions with business needs
- Managed 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 optimizing state management to reduce unnecessary redraws
- Improved maintainability by refactoring large Widgets into reusable components and adding comprehensive UI tests
- Partnered with backend engineers to define API contracts and optimize mobile API performance
- Worked with UX designers to enhance accessibility and UI design for mobile users
- 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 of 5-10 engineers, mentoring junior developers and improving team productivity
- Managed client expectations, project timelines, and Agile team processes
- Designed, developed, and shipped Android applications to Google Play for well known healthcare and restaurant brands
- Collaborated cross-functionally with UX, QA, Product, and DevOps teams to ensure requirements and stability
- Built automation for configuration management and CI/CD pipelines, ensuring successful deployments

- Partnered with sales teams and customers to gather requirements and draft Statements of Work
- Conducted research and developed projects in Rust, Kotlin Multiplatform, and Android security
- Led technical interviews, wrote discussion topics, and built code exercises for Android, Flutter, C++, and Java

Skills

- **Languages** Kotlin, Groovy, Rust, Swift, Dart, Bash, JavaScript, Python
- **Frameworks/Libraries** Android SDK/NDK, Rx, Coroutines, Retrofit, iOS, Flutter, React, Spring Boot
- **Database** Room/SQLite, Firebase, PostgreSQL, Flyway, Spring Data JPA
- **DevOps** Ansible, Docker, Jenkins, GitHub, GitLab, Google Cloud
- **Design** Clean Architecture, MVVM, MVP, BLoC, SOLID, OSI Model
- **Testing** JUnit, Mockito, Spock, Espresso, Robolectric
- **Operating Systems** Linux, BSD, AOSP, macOS, Windows
- **Tools** Android Studio, IntelliJ, Gradle, XCode, VSCode

Education

Bachelor of Arts in Computer Science

Saint Louis University, St. Louis, MO