# **Chuck Stein**

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### Education

Northeastern University | Khoury College of Computer Sciences | Boston, MA

September 2017 - Present

Bachelor of Science in Computer Science & Music Composition/Technology, Music Recording Minor

Expected May 2022

<u>GPA/Honors</u>: 3.93/4.00, Dean's List (all semesters)

Activities: Beta Theta Pi, Tastemakers Magazine – Content Writer, Green Line Records – Recording Department

### **Work Experience**

WHOOP | Android Engineer | Boston, MA

January – June 2021

<u>Key Skills</u>: Kotlin, MVVM architecture, coroutines, Gradle, Firebase, Bitrise, Koin, Retrofit, Stripe, JUnit, Espresso UI testing, Jetpack Navigation, Jetpack Lifecycle, Node.js, Java, SQL, A/B testing

- Surpassed responsibilities as an Android Engineer by fulfilling back-end needs and completing full stack projects
- Balanced delivering assigned tasks with eliminating tech debt and introducing needed infrastructure improvements
- Identified and resolved inconsistencies between existing app UI and intended designs by consulting design team
- Fulfilled duties as release coordinator for multiple weekly builds and deployments of the app to the Google Play Store
- Designed, implemented, and documented back-end infrastructure critical to a major hardware release
- Monitored safe rollouts of any changes to production code by use of feature flags
- Onboarded a new senior engineer to the code base and collaborated on design for subsequent projects

**Tripadvisor** | *Full Stack Software Engineer* | Needham, MA

January – June 2020

Key Skills: Java, Spring MVC, TypeScript, React, ¡Query, RxJS, CSS, JUnit, SQL, Gradle, Linux

- Expedited a GDPR compliance project by designing a front-end interface between a 3<sup>rd</sup> party cookie consent tool's JavaScript API and 1<sup>st</sup> party Google Tag Manager containers and back-end personalization tracking service
- Refactored a cookie management system to accommodate newer web standards
- Rebuilt UI components to meet an updated spec for a project to remove technical debt from a decades-old codebase
- Onboarded a team in another country taking over a project by documenting necessary domain knowledge
- Contributed to codebases across two subsidiary websites, with varying architectures and development practices

**Bose Corporation** | Software Engineer for VR/AR Research & Applications | Framingham, MA Janua

January – July 2019

- Key Skills: Swift, Java, MaxMSP, C
   Built first prototypes and demo experiences for patent-pending audio augmented reality technology
  - Pitched and demoed to stakeholders to gather support and sponsorship for a new research project
  - Designed three iOS apps and a desktop audio processing demo to showcase innovative technology and its use cases
  - Evaluated performance of different prototype iterations by developing an Android app to measure audio latency
  - Collaborated with a firmware engineer to deliver embedded tech demos
  - Directed new project management techniques, earning Lean Six Sigma Yellow Belt Certification

## **Personal Projects**

**Libzy** 

March 2020 – Present

<u>Key Skills</u>: Kotlin, Jetpack Compose, MVVM architecture, coroutines, Gradle, OAuth 2.0, Dagger, Glide, Jetpack Lifecycle, Jetpack Navigation, Room SQLite ORM, Spotify Web API, Spotify Android SDK (App Remote and Auth libraries)

• An Android app which recommends albums to listen to from the user's Spotify library, based on current mood

Propellion
Key Skills: C#, Unity 3D, music & audio production

July 2020 - Present

- A 3D space parkour game with physics-based player movement, enemy AI, procedural generation, and a complex dialogue tree leveraging an event system with persistent stat tracking for responding to player actions
- Delegate tasks between three developers, using lira to track issues and progress
- Composed an original soundtrack and performed voice acting, recording, and vocal processing for a primary character

#### Symphony of Babel

September - November 2019

Kev Skills: Python, Flask, JavaScript, React, Amazon Web Services, Axios, REST

A web app cataloging every possible snippet of sound, inspired by Jonathon Basile's <u>Library of Babel</u>