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

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

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

Work Experience

WHOOP | *Android Engineer* | Boston, MA

January - June 2021

Key Skills: 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

Kev Skills: Java, Spring MVC, TypeScript, React, jQuery, RxJS, CSS, JUnit, SQL, Gradle, Linux

- Expedited a GDPR compliance project by designing a front-end interface between a 3rd party cookie consent tool's JavaScript API and 1st 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

January - July 2019

March 2020 - Present

Kev 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

Key Skills: 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 *July – August 2020*

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

- 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
- Delegated tasks between three developers, using Jira 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

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

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