

DAVID KNIGHT

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PROFESSIONAL EXPERIENCE

Tinder - Android Developer

September 2017 – Present

- Proficient in Android development using Kotlin following the MVP architectural design pattern
- Core Contributor to the Activity Feed and Loops projects inside the Tinder Android Application
- Expert in following Test Driven Development and writing clean code
- Expert in rendering videos on Android and video transcoding using the Android Media Codec Apis
- Expert with popular libraries such as Android Architectural Components, Livedata, Rxjava and Dagger
- Conducted phone screens and on-site Interviews

Yahoo - Android Developer

February 2016 – September 2017

- Contributed to the Yahoo Mail and Yahoo Answers Now Android projects
- Developed native prototype and production Android applications and internal SDKs
- Proficient in Android development using Kotlin
- Conducted phone screens and on-site Interviews

SAP – Android Developer

November 2015 – February 2016

- I developed hybrid mobile applications using Cordova
- Collaborated effectively in a small team using Git version control management system

EDUCATION

University of Waterloo

Honours Bachelor of Computer Science, Business Option with Distinction (80%+ cumulative average),
January 2013 – August 2015

Conestoga College

Electrical Technician Industrial Ontario College Diploma, *September 2009 – May 2011*

TECHNICAL SKILLS

Android - **4 years**, Kotlin - **2 years**, Java – **4 years**, C/C++ - **2 years**, Linux/Unix OS – **4 years**
Android Studio, Trello, Slack, Github, Jira, XML, JSON, REST, OAuth, HTML5, CSS3, Scala, Functional
Programming Paradigms

SIDE PROJECTS

Chess Game

git.io/vs6aH

With a classmate in Object-Oriented Software Development (CS246), we developed a chess game written in C++ using X11 window system APIs. We collaborated using Git version control management system and used well known architectural styles and design patterns in the development of this project.

School Directions Widget

git.io/vs6zo

With a partner in User Interfaces (CS349), we developed a School Directions widget. We used HTML5, JavaScript, CSS3, JQuery and Mustache to create the widget. Furthermore, we followed the Model-View-Controller design paradigm and used Google Maps APIs and University of Waterloo APIs as external data source.

Design Project - Best Fuel

git.io/vs6VU

In a team of four within Software Design and Architecture (CS446) we pitched, developed and presented a mobile app named Best Fuel. Best Fuel is a gas economy tracking Android app which also allows users to find nearby food places and cheap gas stations. Our app uses Google Maps and Places APIs as external data sources. We also developed a Restful API to connect to our PHP/MySQL backend. From developing this project, we became skilled using Android Studio for android development and GitHub for collaboration.

Invoicer

git.io/vs6Vn

One of my many side projects is an Android app named Invoicer. With Invoicer you can manage the products and services you sell, create an invoice, send an invoice with a generated email and finally view old invoices. In the development of Invoicer, I followed the Material Design philosophy and guidelines. Furthermore, I built a flexible User Interface with the help of Android fragments. Invoicer will be available on the Google Play Store very soon.