

# Kristian Golding

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## EDUCATION

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### Flinders University

*Bachelor of Engineering (Computer Systems, first class honours)*

Adelaide, South Australia

1997 - 2001

## PROFILE

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*Harbouring an obsession with keeping current on software engineering best practices to produce reliable, readable, and efficient code*

## EXPERIENCE

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### Principal Software Engineer

2016 - Dec, 2020

*Motorola Solutions - Android framework engineer*

*Plantation, FL*

- Created and maintained Android framework extension APIs for third party applications
- Created and maintained customizations to the Android framework for multiple concurrent products, including device performance optimizations, custom services, and SELinux configuration updates
- Technical lead of a certificate management application that housed device authentication libraries for communication with cloud-based servers, and supplied a content provider for enrollment status and certificate info
- Developed and maintained a version-controlled development environment using Vagrant and Virtualbox, supporting approximately 50 engineers both locally and overseas
- Developed and maintained a static analysis system for Gerrit code reviews using SonarQube, Jenkins and Docker
- Maintained TV displays displaying code quality trends over time, using Javascript and PHP
- Maintained and improved on-target and off-target test and environments for multiple Android products
- Created and maintained multiple project Confluence wikis
- Debugged and maintained an on-device Jetty server using Ruby minitest framework
- Scrum lead, organizing daily stand-ups, backlog planning, retrospectives, and participation in scrum of scrums
- Organized weekly book and video clubs to spread development best practices among engineering teams
- Worked closely with DevOps team on continuous integration/continuous deployment best practices

### Senior Software Engineer

2006 - 2016

*Motorola Solutions - Embedded C++ engineer*

*Plantation, FL*

- Core contributor to the signaling layer of an embedded telecommunications product running on an ARM platform
- Technical lead for component governing communication of audio and signaling data with third party devices
- Implemented uLaw audio compression protocol over serial bus link
- Provided training for adoption of STL C++ in embedded coding environment
- Implemented tools to assist in adoption of Agile into the department, including review tools for Clearcase and continuous integration pipelines

### Software Engineer

2002 - 2006

*Motorola - Embedded C/C++ engineer*

*Adelaide, Australia*

- RTOS embedded C/C++ development for telematics control unit, working with K-Line and CAN bus protocols
- Development of test tools for high performance data radio
- Public speaking at various universities/schools on opportunities in Software Engineering

## TECHNICAL SKILLS

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**Languages:** C/C++, Java, Bash, Gradle, Make, Ruby, JavaScript, Python

**Frameworks:** Android, JUnit, CppUTest

**Developer Tools:** Git, Vagrant, Virtualbox, SonarQube, Jira, Confluence, Bitbucket, Gerrit, Docker, Jenkins, Artifactory

**Methodologies:** Agile, TDD, Continuous Integration/Continuous Deployment