WILLIAM KINGSLEY

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TECHNICAL SKILLS

Programming Languages: Kotlin (7+ years), Java (5+ years), Swift (2+ years), SQL (7+ years)

Libraries & Frameworks: Android Jetpack, Compose, Retrofit, OkHttp, Kodein, Coil, Dagger, Koin, Caffeine, Gson, Moshi, Firebase, Gradle, Mockk, JUnit, LeakCanary, LaunchDarkly, Espresso, Mokkery, Mockito, Robolectric, Kotlin Multiplatform, Voyager, Ktor, Sqlite, Accompanist, SQLDelight

Android Architecture: MVVM, Clean, MVI, Multi-Module, MVC, MVP

Tools & Platforms: Android Studio, Fleet, Google Play, Jira, Linear, Azure DevOps, Git, Teams, Slack, Charles, Bitbucket, Bitrise, OneSignal, BugSnag, Postman, GitLab, Scuba, Figma, Lucidchart

WORK EXPERIENCE

Midwestern Interactive | *Senior Mobile Engineer*   Nov. 2023 – present
- Spearheaded the development of **You.com's mobile app** by implementing Kotlin Multiplatform, reducing time-to-market by **31%** and driving a **27%** increase in daily active users
- Implemented a multiplatform testing strategy that increased test coverage from **0%** to **40%** in two months, resulting in higher-quality releases and a **38%** reduction in production crash rates
- Streamlined CI/CD pipelines by automating production releases using Bitrise and improved app reliability by ensuring consistent quality checks and automated regression tests
- Collaborated closely with cross-functional teams (design, analytics, business) to refine user journeys, translating feature usage analytics into actionable insights, driving an **18%** uptick in premium purchases

Land id™ | *Senior Software Engineer*   June 2023 – Nov. 2023
- Engineered the **Land id™ Android** to provide a rich mapping experience for **100,000**+ users
- Built interactive mapping solutions and led rebranding efforts, increasing user satisfaction by **23%**
- Advised stakeholders on architectural improvements to reduce technical debt and proposed iterative UI refinements to reduce Mapbox rendering issues and production support incidents

care.ai | *Senior Mobile Engineer*   Jan. 2023 – June 2023
- Developed Android apps for IoT devices, improving patient monitoring for **1,500**+ healthcare providers
- Implemented static code analysis and linting across multiple repositories, reducing high-severity errors by **16%** and introduced obfuscation measures using ProGuard to mitigate reverse-engineering threats
- Authored in-depth onboarding and procedural documentation for new Android hires, accelerating ramp-up by **2 weeks** and fostered a consistent, quality-first development process

InRhythm | *Senior Android Engineer*   Feb. 2022 – Jan. 2023
- Developed the **Fidelity Bloom Android** app from the ground up using a multi-module architecture, enabling rapid post-launch feature deployment and achieving **100,000**+ downloads after release
- Developed Home, Save, Spend, and QA Challenges features in collaboration with design and business teams, delivering an intuitive user journey and financially insightful in-app experience
- Raised code coverage by **15%** using Mockk and JUnit, significantly reducing production defects

Northrop Grumman Corporation | *Software Engineer*   Mar. 2020 – Feb. 2022
- Delivered **6+ Enterprise Service** Android apps streamlining operations for **30,000**+ employees
- Created a custom OAuth2 library for Android, boosting end-user productivity and adoption
- Built async web interfaces and auditing systems for the **B-21 Raider** project, enhancing data integrity

EDUCATION

Master of Science in Computer Science | *Georgia Institute of Technology*

Bachelor of Science in Computer Science | *Montana State University*

Associate of Science in General Education | *Great Falls College Montana State University*