

DONALD GAXHO

dgaxho@gmail.com | linkedin.com/in/dongaxho | 617.454.4922 | Boston, MA

MOBILE APP DEVELOPMENT | SOFTWARE DEVELOPMENT KIT (SDK) | ENGINEERING TEAM LEADERSHIP

SUMMARY

- Passionate and collaborative Software Engineer with 13+ years of mobile app development experience who loves bringing unique ideas to life that push the envelope of mobile technology, while keeping code performant, easy to work on, and in-tune with the flow of the teams that make it happen.
- Recognized by colleagues for providing excellent “in the weeds” technical expertise in addition to leading by example when managing high-performing engineering teams. For immediate recommendations, please see: <https://www.linkedin.com/in/dongaxho/details/recommendations>.
- Demonstrated expertise in iOS native development as well as Flutter cross-platform and Android native development.
- Technical Systems & Platforms:
 - iOS • Swift/Objective-C • Android • Kotlin/Java • Flutter • SDK Design/Development • Bluetooth Low Energy
 - OpenAPI • GraphQL

PROFESSIONAL EXPERIENCE

Medically Home | Boston, MA

Sept 2020 – Dec 2023

Lead Mobile Engineer

- Hired as the first U.S.-based Mobile Engineer to lead the mobile development team building apps that provided life-changing medical treatment in patients' homes, at Medically Home.
- Introduced high coverage comprehensive unit testing that significantly reduced the number of defects caught by QA, improving our overall development velocity, and ensuring a 0-issue experience with our patients.
- Improved and aligned the CI release process for 3 cross-platform mobile apps, including both private enterprise and public iOS App Store / Android Play Store deployment.
- Introduced GraphQL to ensure well-specified API endpoints and maintain versioning compatibility between client apps and our API platform.
- Evaluated and integrated new medical devices via Bluetooth Low Energy.

Appcues | Boston, MA

Jan 2019 – March 2020

Mobile Staff Engineer

- Led development and release of a beta version of Appcues' onboarding and product experience tool for native iOS apps, making it possible to create dynamic onboarding and messaging flows to highlight new app features without requiring app store releases.
- Architected and contributed to the iOS SDK while also working with product and design to plan the project.
- Defined REST APIs via OpenAPI to ensure that web front end, backend, and the SDK could be developed in parallel.

LevelUp | Boston, MA

Sept 2013 – Dec 2018

Agency Development Manager (Jan 2017 – Dec 2018)

- Promoted to manage iOS and Android development at LevelUp's Agency team, while still contributing primarily on the iOS SDK.
- Managed and mentored 8 direct reports (4 iOS and 4 Android developers). Led team in supporting hundreds of highly customized client apps, and ensured the team felt empowered to improve our overall development process, allowing us to keep up with this large app development demand.
- Made improvements to both the SDK and development workflow to ensure we could scale to continue building SDK features while maintaining hundreds of customized client apps.

iOS Developer (Sept 2013 – Jan 2017)

- Joined as an iOS engineer when LevelUp's Agency team supported just 3 clients and the SDK was still in infancy. Added features and enhancements to the SDK including campaigns, rewards, payment options and more, and worked on custom features for dozens of client iOS apps.

Fidelity Investments | Boston, MA / Merrimack, NH

April 2010 – July 2013

Software Engineer

- Participated in a 6-month training phase that culminated in contributing to the development of a production-ready flagship personalized brokerage and 401k portfolio web app.
- Developed a native proof-of-concept iPad app that allows managers to gain a geolocation-based perspective of their organization hierarchy, view key metrics on sites, sub-managers and employee types, and manage the data through an intuitive filtering system. Was fully responsible for all Obj-C/ iOS based code.
- Shipped the 2.0 version of Fidelity's flagship iPhone app, working on trade alerts, watch lists and accounts, among various other components. In this process, also worked on improvements to the current iPad app.
- Contributed to Fidelity's Account Opening iPad project, which utilized a unique XML driven UI / Application Logic architecture that could be modified server side without pushing changes to the app store.

Labcentrix LLC | Framingham, MA

Spring 2009

UI Engineer Intern

- Created UI mockups for a lab instrument and experiment management tool using Adobe Fireworks. Built an Adobe Flex prototype of the app based on the selected mockup.

EDUCATION

Bachelor of Science, Computer Science - Worcester Polytechnic Institute (2010)