

DYLAN HIROSHI TAKAYASU PADDOCK

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Professional Summary

Highly-skilled Android engineer with 7+ years experience and an international background. Founding engineer of Mistplay, a gaming adtech platform. Played a pivotal role in scaling the company from inception to 250+ employees, more than \$250 million in annual revenue, and successful acquisition.

Experience

Mistplay

Senior Software Engineer & Tech Lead – Android

New York, USA (Remote)

March 2022 – January 2025

Delivered meticulously-crafted, robust, scalable solutions on ambitious timelines. Built beautiful, intuitive, animated UI. Led a cross-functional team of ten, collaborating closely with stakeholders. Architected and led the development of complex features, apps and SDKs, such as a modular rewrite of the retail platform used both in-app and as an SDK. Championed the adoption of Modern Android Development and Clean Architecture, accelerating feature development for the team and surpassing business goals. Notably, a side project to refactor the core monetization loop grew app revenue by 10%. Also, worked with designers to build a custom design system to share components across all Mistplay projects, halving UI development time. Mentored and managed engineers to foster a highly-collaborative, multicultural engineering organization with an emphasis on continuous improvement, establishing best practices, and helping team members fulfill their potential.

Mistplay

Fullstack Software Engineer

Montreal, Canada

January 2018 – March 2022

Delivered polished, maintainable, user-friendly features for native Android and Node.js in a fast-paced startup environment. Drove engineering innovation, leading the charge for the adoption of Modern Android, including Kotlin, MVVM, and Jetpack Compose. Managed weekly fullstack releases and feature experiments while maintaining 99.99% service uptime and 99.9% crash-free users, scaling the app infrastructure to meet the needs of the userbase as it grew 100-fold over two years. Worked closely with a rapidly growing agile organization, mentoring new hires and collaborating with external teams.

Maple English School

Native English Instructor

Okayama, Japan

March 2016 – July 2017

The Vienna University of Technology

Research Intern – Control Systems

Vienna, Austria

June – July 2012

Skills

Android Development: Kotlin, Java, Android SDK, Clean Architecture, Jetpack Compose (including Compose Navigation, Animations, and Design Systems), MVVM, Dependency Injection (Koin, Dagger), Data Persistence (Room, Datastore), Networking (Retrofit, Ktor), Coroutines, Flow, Gradle

App Development: Analytics, Monitoring, Performance Optimization, Feature Flags & AB Testing, Accessibility, Codebase Modularization, Localization, Internationalization, SDK Development, Documentation, Release Management, Git, GitHub, Security, Fraud Detection, Software Architecture, System Design, Authentication (JWT, OAuth, SSO), CI/CD Pipelines (Github Actions, CircleCI)

Backend and Infrastructure: Javascript, Typescript, Python, Node.js, Amazon Web Services (DynamoDB, EB, ElastiCache, S3, EC2, CloudWatch, IAM), Docker, Kubernetes, Redis, REST API Design, Microservices

Game Development: Unity, C#, OpenGL

Collaboration: Code Review, Mentorship, Agile Methodology, Collaboration Tools (including Jira, Asana, and Notion), Cross-Cultural Communication, Continuous Learning & Improvement, Technical Leadership

Language: Native English, Advanced Spanish, Conversational Japanese

Education

B.Sc. in Electrical Engineering and Computer Science

UC Berkeley College of Engineering

Berkeley, USA

Jan 2011 – May 2015

GPA 3.718, Dean's Honor List (all semesters), Eta Kappa Nu and Tau Beta Pi Engineering Honor Societies

Hobbies & Interests

Cooking multi-course meals and creating recipes, Travel, Hiking, Skiing, Board Games, Linguistics