

Elijah R. Verdoorn

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Experience

- **WeWork** **San Francisco, CA**
Software Engineer *September 2019 – Present*
 - Lead development of spatial rendering SDK for Android client consumption, enabling visualization of map data on mobile devices
 - Architect and implement tools to support SDK-based development; leverage these SDKs in rapid development of prototype products
 - Create and maintain custom linting rules to improve code quality, enforce said rules via continuous integration
 - Collaborate with development team to understand and follow best practices for Android development using Kotlin coroutines
 - **Pandora** **Oakland, CA**
Software Engineer *February 2018 – September 2019*
 - Modernize legacy Android codebase to use up-to-date technologies including RxJava, Kotlin, Coroutines, and Android Jetpack
 - Design and implement reactive, repository-based system for caching and displaying mobile ads to improve revenue and code reusability
 - Implement and manage sustainable onboarding process, reducing ramp-up time and increasing satisfaction among new hires
 - Mentor intern and apprentice, guiding through project and professional development

Software Engineering Intern *July 2017 – August 2017*

 - Implement a user-facing feature to enable automated music playlist generation based on data from the Music Genome Project
 - Create end-to-end test suite for feature using JUnit, Espresso, Mockito, and Jenkins
 - Increase usage of RxJava in Android codebase to enable UI reactivity and clean code structure
 - Present project solution and methods to senior engineering leadership
 - **St. Olaf College Student Government Association** **Northfield, MN**
Chief Technology Officer *April 2016 – June 2017*
 - Hire, train, and lead a team of developers to build and maintain the digital student hub, oleville.com
 - Receive advanced leadership, collaboration, and teamwork training including best practices for working across diversity
 - Build mobile apps to increase engagement with student government and ease dissemination of information
 - Sit on the Executive Committee of SGA, participate in planning and executing campus events
 - Member of Student Senate, discussing changes to campus culture and policy for the benefits of the student body
 - Lead a team of Web Content Managers in creating multimedia content for posting on the web, including social platforms
 - Implement production and staging environments to make the development process more stable and consistent
 - **St. Olaf College** **Northfield, MN**
Digital Scholarship Intern *August 2014 – December 2017*
 - Built and taught a series of workshops teaching the basics of electronics and programming to liberal arts students
 - Improve training materials for new hires, bolster existing onboarding documentation
 - Plan and implement systems for teaching the basics of programming to liberal arts students through practical application of the Arduino framework
 - Integrate 3D modeling and printing into daily practice for humanities research
 - **Proto Labs** **Maple Plain, MN**
Software Development Intern *May 2016 – August 2016*
 - Utilized an Agile development process with the Manufacturing Software Development team to refactor code, resolve technical debt, fix bugs, and build new features
 - Implement Model/View/Controller patterns into an existing system to improve code modularity and reusability
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Education

- **St. Olaf College**

B.A. Computer Science, Mathematics

Northfield, MN

August 2014 – December 2017

Activities: Student Government Association, Association for Computing Machinery, St. Olaf Cantorei, Residence Life

Research: Web-Based Mobile Display of 3D Models, Real-Time Theatrical Broadcasting via Mobile Phones

Technical Skills

Languages: Java, Kotlin, C++, JavaScript, \LaTeX , SQL, BASH

Tools: IntelliJ, Vim, Android Studio, Git, Linux, Bugsnag

Technologies: Coroutines, RxJava, MapBox, Espresso, JUnit, Dialogflow, Firebase, Chrome Extensions