

# Elijah R. Verdoorn

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## Experience

- **WeWork**  
*Software Engineer* **San Francisco, CA**  
*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
    - 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**  
*Software Engineer* **Oakland, CA**  
*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**  
*Chief Technology Officer* **Northfield, MN**  
*April 2016 – June 2017*
    - Hire, train, and lead a team of developers to build and maintain the digital student hub, [oleville.com](http://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**  
*Digital Scholarship Intern* **Northfield, MN**  
*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**  
*Software Development Intern* **Maple Plain, MN**  
*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

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## Technical Skills

**Languages:** Java, Kotlin, C++, JavaScript,  $\text{\LaTeX}$ , SQL

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

**Technologies:** Coroutines, RxJava, MapBox, Espresso, junit, Dialogflow, Firebase