

Elijah R. Verdoorn

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Experience

• Pandora

Oakland, CA

Software Engineer

February 2018 – Present

- 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
- 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
- Improved training materials for new hires, allowing them to get started contributing in a shorter amount of time
- Collaborate with faculty and staff to produce materials for classes and campus programs
- Plan and implement a system for teaching the basics of programming to liberal arts students through practical application of the Arduino framework
- Integrate 3D printing and 3D modeling into daily practice and expose humanities faculty and students to new opportunities

• 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

Education

• St. Olaf College

Northfield, MN

B.A. Computer Science, Mathematics

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

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

Technologies: Espresso, JUnit, Dialogflow, Firebase