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 interior building floor plans, world map locations, and arbitrary data overlays on mobile devices through both MapBox and Google Maps SDKs
  - Architect and implement tools and workflows to support SDK-based development; leverage resulting SDKs in rapid development of prototype products
  - Create, maintain, and enforce via continuous integration custom linting rules to improve and enforce code quality standards
  - Collaborate across development teams to understand and follow best practices for modern Android development using Kotlin coroutines

- **Pandora**   **Oakland, CA**
  Software Engineer   *Feburary 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 re-usability
  - Implement and manage sustainable on-boarding 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 software 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
  - Architect, build, deploy, and support mobile apps on iOS and Android 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, staging, and local development environments to make web development process more stable and consistent, improving site uptime and testability

- **St. Olaf College**   **Northfield, MN**
  Digital Scholarship Intern   *August 2014 – December 2017*
  - Build and teach a series of workshops on the basics of electronics and programming to liberal arts students
  - Improve training materials for new hires, bolster existing on-boarding 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*
  - Utilize 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 re-usability

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

Projects

- **Chrono Daily Deal**   *Actions on Google, DialogFlow, Firebase, Kotlin, JavaScript*

  - Develop, deploy, and support Google Assistant Action to report the current discounts availible on online video game retailers
  - Provide ongoing support for action via web-scraping backend implemented in Kotlin
  - Analyze useage via Google Analytics to iterate on natural-language interactions via DialogFlow APIs

- **Recipebook**   *Kotlin, KotlinX Coroutines, RxJava*

  - Implement, and maintain sets of sample code demonstrating different best practices for accomplishing various common tasks in Kotlin
  - Collaborate with legal, developer experience, and recrutiing teams to leverage these open-source contributions as a means of attracting talented developers

- **Duplicate Tab Hotkey**   *JavaScript, Google Chrome Extensions*

  - Publish and support ad-free, open-source, permissionless extension for Google Chrome to add a hotkey for duplicating currently focused tab

Technical Skills

Platforms: Android, Web Front-End, API Development, Actions on Google (Google Assistant), Firebase, Google Cloud Platform, Google Chrome Extensions
Languages: Kotlin, Java, JavaScript, C++, LaTeX, SQL, BASH
Tools: IntelliJ, Android Studio, Vim, Git, Linux, Bugsnag
Technologies: KotlinX Coroutines, RxJava, Android LiveData, Room, Android MVVM, MapBox, Google Maps SDK, Espresso, jUnit, Dialogflow, Firebase Functions, Google Analytics