STEFANIE JANE KONDIK

Engineering Enchantress | Software Sorceress | Music Producer | Maker | Founder

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Summary

With a passion for technology and creativity, I bring deep experience in software development across the entire stack, spanning Android OS, mobile application development, cloud services, firmware, and embedded systems. I've successfully led both open-source and enterprise projects, helping teams achieve technical excellence and innovation. Proficient in multiple programming languages, and highly skilled with the use of modern AI developer tooling and practices. I thrive in hands-on leadership roles, and am committed to continuous learning and self improvement.

Let's build something amazing together!

Top Skills

Programming Languages

C   C++   Go   Java   Kotlin   Perl   Python   Ruby   Rust

Technical Expertise

Android OS   Qualcomm Snapdragon   Firmware   BSP   Cloud Services   Embedded Systems   Software Architecture   Infrastructure   Linux Kernel   Device Drivers   Android Apps

Engineering Leadership

Team Management   Software Development Lifecycle   Project Management   Mentoring

Experience

Mason

Senior Principal Engineer   *(Current Role)*

 ▷ Leading a key new AI product initiative
 ▷ **Technologies:** Java, C++, Kotlin, Go, Python, AWS, Kubernetes, PostgreSQL

Director of Software Engineering   *(March 2021 - May 2024)*

 ▷ Led software teams through a growth phase
 ▷ Key contributor and engineering leader
 ▷ Managed teams responsible for cloud services and device software
 ▷ Built processes and programs for supporting customers and developers

▷ Created tutorial videos and webinars

Principal Software Engineer *(May 2019 - March 2021)*

▷ Bringup of new hardware platforms

▷ Developed firmware and Android OS for mobile devices using Qualcomm Snapdragon hardware

▷ Launched several phones and a smartwatch

▷ Added new capabilities to device management platform

▷ Designed and built the X-Ray remote management system

▷ Mentored new team members

Cartogram, Inc

Board Member *(April 2015 - Present)*

▷ Provide strategic direction and oversight

▷ Advise on technology and product development

Oculus VR

Systems Software Engineer *(April 2017 - March 2019)*

▷ Contributed to the launch of Oculus Go, the first self-contained VR headset

▷ Worked on OS software, audio, power and performance optimization, and soft realtime scheduling

▷ Integrated multi-architecture, multi-toolchain build system with Sandcastle CI

▷ Brought up several new prototype boards

▷ Implemented low-level support for A/B OTA system

▷ Post-market support of Oculus Go product

▷ **Technologies:** C, C++, Java

Cyanogen Inc

Chief Technology Officer *(March 2013 - November 2016)*

▷ Co-founded Cyanogen Inc, building on the popular CyanogenMod open-source project, which had thousands of contributors and millions of users

▷ Deeply involved in fundraising, hiring, and laying the groundwork for company growth

▷ Launched several mobile phones with CyanogenOS

▷ Gave keynote talks at conferences

▷ **Technologies:** C, C++, Java, Python, AWS

Samsung Telecommunications America

Staff Software Engineer *(August 2011 - March 2013)*

▷ Led new product ideation, R&D

▷ Contributed to the launch of Galaxy and Note series phones

▷ Collaborated with Samsung's open-source team

▷ Lead engineer on US carrier projects (T-Mobile/AT&T) including the Galaxy S2/S3 and Galaxy Note

▷ Helped bring multiple devices to market while leading various R&D efforts

▷ **Technologies:** C, C++, Java, Python

Penthera Technologies

Senior Software Engineer *(May 2010 - June 2011)*

- ▷ Developed network-friendly media streaming software
- ▷ Developed MeeGo and Android applications for streaming, including front-end web client features and MeeGo Qt client
- ▷ Improved media transcoding platform performance
- ▷ **Technologies:** Ruby, C++, Java

Health Monitoring Systems

Lead Software Architect *(July 2006 - May 2010)*

- ▷ Built the technical infrastructure from the ground up
- ▷ Developed EpiCenter, a syndromic surveillance platform collecting data from hundreds of hospitals nationwide
- ▷ Designed a high-performance analytics engine with spatial analysis capabilities
- ▷ Built the Mergence HL7 integration engine, processing large amounts of real-time data feeds
- ▷ **Technologies:** Java, JavaScript, PostgreSQL, Oracle

University of Pittsburgh

Systems Engineer *(May 2005 - July 2006)*

- ▷ Built Oracle clusters, worked with GIS and spatial databases
- ▷ Supported RODS Lab's syndromic surveillance platform

Expedient

Lead Systems Engineer / Software Developer *(April 1998 - April 2005)*

- ▷ Progressed from entry-level support to lead systems engineer
- ▷ Developed infrastructure management software and managed server platforms
- ▷ Maintained Fibre Channel SAN and backup equipment
- ▷ Redesigned production platforms for web hosting and email
- ▷ Designed and built infrastructure software and services for an independent internet service provider
- ▷ Served a customer base of millions with connectivity and mail, as well as providing managed systems and services from data center facilities

Awards & Recognitions

- ▷ Created CyanogenMod, now LineageOS, freeing millions of Android phones
- ▷ Keynote speaker at product launches and conferences worldwide

Personal Interests

- ▷ Avid roller skater and roller derby player
- ▷ Electronic music producer
- ▷ Open source software developer, check out my GitHub!