James Austin Jr.

Software Engineer

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SKILLS

Languages	Kotlin, Java, Gradle, JavaScript, C#, C++, SQL, YAML.
Frameworks	Jetpack Compose, .NET Core, React.
Services	GitHub Enterprise, Jenkins, Firebase, Amazon Web Services (AWS), Microsoft Azure, Docker, Postman.

EXPERIENCE

Programmer Analyst II – Enterprise Applications *July 2024 – Present*
San Bernardino County, San Bernardino, CA

Responsibilities:

- Analyze various problem domains and design enterprise systems based on functional & non-functional requirements gathered.
- Examine existing internal systems for areas to optimize and automate.
- Collaborate closely with leadership to integrate technologies that improve quality and efficiency of product development.
- Develop full stack web applications with React, Material UI, .NET Core, Entity Framework Core, MS SQL Server 2019, Docker, Microsoft Entra ID, Power BI, and Postman.
- Develop native Android applications with Jetpack Compose, Ktor, Coroutines, RxJava, Dagger Hilt, Room Database, Firebase Realtime Database, App Distribution, Crashlytics & Test Lab.
- Manage deployment workflows (CI/CD) in GitHub Enterprise.

Achievements:

- Lead the migration effort from Team Foundation Server 2016 (TFS) to GitHub Enterprise for 1200+ repositories without application downtime by automating deployment workflows.
- Design and implement a digital transformation solution for billing management in the Fleet Management Department that reduced time spent from 18 hours to 2 hours and improved security & auditability.

Software Engineer II – Native Mobile Applications *June 2022 – January 2024*
Garmin International, Chandler, AZ

Responsibilities:

- Fixed bugs, implemented Android UI/UX designs, developed cross-platform (Android, iOS) APIs, refactored legacy code, performed unit tests, documented systems & processes, and assisted colleagues.
- Developed Android connectivity between Garmin mobile apps (Drive, Tread, & Explore) and devices over Bluetooth Classic (BT), Bluetooth Low Energy (BLE), and Google Protocol Buffers (protobuf).
- Onboard 2 interns and 4 new hires during weekly sessions discussing the team's workflow, software engineering concepts, and hardware communication over their first 2 months.

Achievements:

- Implemented a core cross-platform UI/UX API that delivered components from a C++ & djinni backend to reduce code redundancy and improve consistency between Android & iOS UI/UX.
- Designed foreground and notification services targeting Android 14 in Garmin Explore to perform asynchronous downloads with additional features of background downloads and download status.
- Leveraged RxJava and Coroutines to perform asynchronous tasks in Garmin Explore to improve app performance during memory and CPU intensive tasks by 16%, a reduction of ~1000 kB and ~500 ms.

EDUCATION

California State University – Long Beach, Long Beach, CA *August 2019 – May 2022*
Bachelor of Science, Computer Science, 3.7 GPA