Jan-Hendrik de Vaal, MscEng

Lead Android Engineer | Senior Android Engineer

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PROFESSIONAL SUMMARY

Accomplished Mobile Engineer with over 14 years of experience across a variety of industries, from e-commerce and edutainment to smart devices. Successfully delivered multiple projects to critical acclaim, such as the Best Branded Learning App at the Kidscreen Awards and the Best eCommerce Mobile Site at the SA eCommerce Awards. Well-practiced and highly skilled in Kotlin, Java, and the Jetpack libraries.

SKILLS

Kotlin	Android TV	Dagger, Hilt	Compose
Java	Coroutines, Flow	Room	MVVM
Javascript	rxJava	Retrofit, OkHttp, GraphQL	MVI

EXPERIENCE

Noggin, Paramount – USA, remote | Senior Android Engineer   2/2021 – present
Noggin, a division of multinational mass media and entertainment conglomerate Paramount, is a preschool edutainment subscription service which provides a library of videos, ebooks, and educational games.
· Won *Best Learning App - Branded* at the 2024 Kidscreen Awards.
· Chosen from the original development team to contribute to the development of a new, more immersive version of the app, recognizing my technical proficiency and past contributions.
· Established coding standards and architectural patterns that accelerated implementing new features and streamlined maintenance processes.
· Implemented video playback and casting functionality which enhanced user experience and increased viewer engagement.
· Optimized and maintained the TV apps, ensuring seamless user experiences.
Skills: Android · Android TV · Kotlin · Dagger · rxJava · Coroutines · Compose · Retrofit

Learning Tapestry – USA, remote | Android Consultant   2/2021 – present
Provides innovation and infrastructure solutions to support learners and educators.
· Consulted for Paramount's Noggin app, leveraging Learning Tapestry's services to drive the development of innovative learning experiences.

TopTal – USA, remote | Android Developer   2/2021 – present
A global, exclusive freelancing platform for the top 3% of talent.

Teamwork – Ireland, remote | Senior Android Developer   8/2020 – 1/2021
Task management and team collaboration software.
· Developed the new Teamwork project management app, an enhanced native Android rewrite of the original cross-platform version.
Skills: Android · Kotlin · Dagger · rxJava · Retrofit

Flat Circle – Cape Town, South Africa | Lead Android Engineer   4/2016 — 7/2020
Mobile development agency aquired by TFG Labs in 2021.
· Established coding standards and architectural patterns that enhanced the team's ability to deliver applications on schedule.
· Led a team of developers, providing mentorship and guidance to foster professional growth and enhance technical skills.
· Consistently delivered multiple apps on time, ensuring reliability and optimal performance:
    – **Blueair** controls award-winning, Swedish, smart air purifiers.
    – **Kin** plans, tracks, splits and settles shared expenses.
    – **TimesLIVE** and **Times Select** are digital versions of major South African news publications.
    – **Picup driver's app** connects driver with available deliveries, where it performs navigation and package tracking.
Skills: Android · Android TV · Android Wear · Kotlin · Java · rxJava · Graphql · Retrofit

Spree, Media24 – Cape Town, South Africa | Senior Android Developer   7/2015 — 3/2016
A fashion e-commerce website with a "magazine-styled shopping experience" – merged with Superbalist in 2018.
- Established coding standards and architectural patterns, as the sole Android developer, that accelerated development.
- Released the app a month ahead of schedule – which resulted in considerable downloads and conversion rates on Black Friday, which the original schedule would have missed.

Skills: `Android` · `Groovy` · `rxJava` · `Retrofit`

Flat Circle – Cape Town, South Africa | Android Consultant   2/2015 — 5/2015
Mobile development agency acquired by TFG Labs in 2021.
- Consulted and initiated development on the Android launcher and media player used on the *Marshall London Android phone*.
- The London phone is "one of the best low-end phones we've seen." according to *The Verge*.

Skills: `Android` · `Java`

Takealot – Cape Town, South Africa | Senior Mobile Developer   12/2013 – 6/2015
South Africa's largest online retailer.
- Overhauled Takealot's outdated, outsourced Android app - now consistently rated in the top 5 (in SA) for shopping on the Play Store.
- Developed the new mobile site, which won the *Best eCommerce Mobile Site* Award at SA's eCommerce Awards 2015, as part of a two-man team.

Skills: `Android` · `Java` · `web` · `Javascript`

Virtual Mobile Technologies – Cape Town, South Africa | Senior Software Developer   4/2010 – 11/2013
VMT's product Ramp was a mobile enterprise application platform aimed at managing a complete enterprise environment to build and deploy secure, native apps across multiple platforms.
- Developed and maintained Ramp virtual machines for multiple platforms, e.g. Android, iOS, Windows Phone, Blackberry, etc.

Skills: `Android` · `Java` · `iOS` · `Objective-C` · `Javascript` · `Windows Phone` · `C#` · `BlackBerry`

Perceive – Cape Town, South Africa | Senior Software Developer   1/2007 – 3/2010
Provider of intelligent surveillance solutions to various security concerns.
- Created the surveillance system's monitor application.
- Engineered various surveillance algorithms, e.g. human detection and fall detection.

Skills: `Python` · `OpenCV` · `NumPy`

EDUCATION

Master of Science in Engineering (MScEng) in Applied Mathematics – cum laude   Stellenbosch University
Thesis: *"Metric reconstruction of multiple rigid bodies"* – a structure from motion (SfM) system that reconstructs, from a video or photo sequence, the 3D structure and motion of multiple rigid bodies. The reconstruction is identical up to a similarity transformation and assumes a projective camera model with optional provision for camera calibration.

Bachelor of Science with Honours (BScHons) in Computer Science   Stellenbosch University

Bachelor of Science (BSc) in Mathematical Science   Stellenbosch University
Majored in Computer Science and Applied Mathematics.