John Wilde

Software Engineer

johnwilde@gmail.com

Summary

Experienced Android and Web developer passionate about building great software and beautiful products.

Experience

Android Developer at Strava

January 2014 - January 2018 (4 years 1 month)

I joined the Android team to support our expansion into mobile, while continuing to support Web and API features when needed. I've helped develop many product features:

* Server-driven approach for rendering athlete feeds (mobile and API)
* Athlete Posts with link previews
* Weekly and monthly Training Log (mobile UI and API)
* Autopause algorithm using device accelerometer
* Bluetooth and ANT sensor integrations
* Photo upload service and API design
* Recording service and Segment Races
* Material Design (FAB, transitions)
* Internal feature switching and analytics tools

A few libraries I use everyday that make my life in Android much easier: Dagger, Crashlytics, Retrofit, Roboelectric, Gradle and Apptimize.

Most recently, I am very excited to see the adoption of Kotlin and RxJava by the Android community and have championed them on recent projects.

I also enjoy insightful data visualizations, and the social nature of Strava most excites me, so I launched Roster (https://labs.strava.com/roster) on Strava Labs. This tool lets an athlete see a history of their workout partners. It uses D3 in the front-end and a Scala backend service. I am also co-holder of a patent "Detecting group activities" (that is currently pending) for the technology driving this feature.

Web Developer at Strava

January 2013 - January 2014 (1 year 1 month)

I joined Strava ("the Social Network for Athletes") as a web engineer to develop features for the quickly growing platform. I was responsible for building and maintaining a variety of features:

* Athlete activity feed / dashboard
* Running Race search tool and splits visualization
* Improvements to algorithms for detecting moving time (to account for steep hills)
* Maintain parsers for activity uploads from third parties and internal app

Along the way I learned technologies such as: Ruby on Rails, rspec, d3 javascript frameworks, MySql and Redis storage, Solr search

Software Engineer at Kabam
October 2011 - January 2013 (1 year 4 months)

Full stack developer (Flash/Rails/Node.js) and lead engineer for Node.js-based real-time battle server for the web-based social game The Hobbit: Armies of the Third Age (Jan 2013).

* Created shared modules for game-specific socket message protocols
* Implemented ways to rapidly scale battle server capacity
* Ownership of entire battle server codebase

Senior Member of Technical Staff, Decision Systems Group at Draper Laboratory
March 2002 - February 2011 (9 years)

Software development in C, C++, Java and Matlab, primarily for applications related to mission planning and autonomous vehicle guidance.

* Task leader for software component for inferring tactical brigade-level battle plans via sketch and speech inputs. Implemented framework for fusing estimates provided by a variety of domain- specific utilities to find the most likely tactical plan.

* Developed mission-planning algorithms for fleet of autonomous undersea and air vehicles. Integrated algorithms into a planning and execution framework.

* Software development and field test support of autonomous guided parafoil systems. Wrote software testing scripts and augmented Monte Carlo simulation. Created tool for parsing terrain elevation data into format required by flight software. Statistical analysis of flight tests.

Education
Stanford University
MS, Management Science and Engineering, 2000 - 2002

Dartmouth College
BA, Engineering Sciences, 1994 - 1998
Activities and Societies: Track and Field

John Wilde

Software Engineer

johnwilde@gmail.com

Linked in

Contact John on LinkedIn