Jose Mari Catalasan
Senior Android Consultant

PROFESSIONAL PROFILE

- ✓ Ensure effectiveness of SCRUM related meetings for Android app team.
- ✓ Enthusiastic about learning how to adapt new technologies and mobile devices such as Smart Watches, Chromecast, and Smart TV devices.
- ✓ Exceptional communication, project management, and organizational skills with the ability to build positive relationships with boards and stakeholders, senior executives, all levels of staff, and clients
- ✓ Collaboration with stakeholders and cross-functional teams as main contact for Android development team with Product and Marketing teams.
- ✓ Develops highly efficient Java code and view layouts.
- ✓ The ability to diagnose performance bottlenecks in Android development and optimize Android performance.
- ✓ Experience developing highly efficient Java code and view layouts and the ability to diagnose performance bottleneck.
- ✓ Experience developing mobile to cloud and mobile to embedded device communications.
- ✓ Experience developing rich application UI that follows Google guidelines.
- ✓ Experience in architecting and developing networking and secure applications for Android; working with video, static content, and advertising.
- ✓ Experience in planning, designing, developing and implementing successful large-scale mobile projects from client requirements to completion.
- ✓ Experience in the use of GIT, GITHub for version control on Android projects.
- ✓ Experience in working with Video, Static content, and advertising.
- ✓ Experience interacting with RESTful API and data formats like (JSON, XML, etc.) in an Android environment.
- ✓ Collaborates with the Product team and Marketing teams or Project Management as needed.
- ✓ Experience prototyping mobile experiences and developing test scenarios.
- ✓ Requirement gathering for Android mobile app projects.
- ✓ Use of 3rd party libraries for image loading, notifications, encryption, barcodes, and web services.

Contact
Jose Mari Catalasan
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Education
B.S. Computer Science
Intelligent Systems
University of California, Irvine

Experience
Android Mobile Development – 5 years
Information Technology - 5 years

Skills
Programming Languages:
Java, Kotlin, Python, C/ C+ + , C#, MySQL

Mobile Databases:
SQLite, MongoDB, Realm, Green DAO

RESTful Web Services:
REST, SOAP, JSON, GSON, Retrofit 2, OKHTTP, Volley, AsyncTask

IDEs:
Android Studio, Eclipse, IntelliJ Microsoft Visual Studio, Matlab

Media Management
Picasso, Glide, Volley, ExoPlayer, MediaPlayer

Methodologies:
Agile, Scrum, TDD, Continuous Integration

Management Tools:
Jira, Confluence

Source Control Tools:
Git, GitHub, GitLab, Mercurial, BitBucket

Dependency Injection:
Butter Knife, Dagger 1, Dagger 2, IcePick

Testing
Junit, Mockito, Espresso, Robotium, Robolectric

Profiling, Memory Management
Bluetooth Low Energy, Leak Canary

Frameworks
RxJava, RxAndroid, RxCache, Firebase Cloud Messaging, Google Cloud Messaging, Firebase Crash Reporting

Operating Systems
Android OS, Windows 7/ Vista/ 10, Mac OS X, Linux

Game Engines: Unity Engine

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PROFESSIONAL EXPERIENCE

ATLANTA FALCONS FOOTBALL CLUB   August 2018 - Present

Senior Android Developer   Atlanta, GA

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- ✓ Worked on a team of 4 Android developers and acted as the point of contact for off-shore team members.
- ✓ Participated in the full software development lifecycle including planning of the app project, planning the app architecture and design and creating framework recommendations and planning the implementation.
- ✓ Transitioned the app architectural pattern from MVC to MVVM and used RxJava as a basis implementing components of Firebase and Android JetPack.
- ✓ Worked with various design patterns such as Abstract Factory, Builder, Observer and Singleton.
- ✓ Utilized Firebase for real-time database, Firebase Cloud Messaging (FCM), Firebase Crash Reporting and Firebase Cloud.
- ✓ Reviewed Android technologies and made recommendations on best practices and implementations.
- ✓ Worked with Product Owner to prioritize tasks and to document requirements.
- ✓ Implemented Android Data Binding and used Dagger 2 and Butter Knife for Dependency Injection.
- ✓ Added a DrawerLayout to handle external and constant menu items related to the app's current Activity and extra features.
- ✓ Implemented LocationManager (GPS) and Google Maps API for driver location services and event manger.
- ✓ Implemented RxCache to increase the performance of ListView scrolling
- ✓ Use of Material Design feature such as RecyclerView, ActionBar, CardView for Android app user interface.
- ✓ Implemented MixPanel and Flurry for Analytics information.
- ✓ Added Retrofit to consume RESTful web services to parse realtime data and with GSON converter to parse JSON objects.
- ✓ Transitioned back-end threading to RxJava for better performance and functionality.
- ✓ Delegated tasks to teammates, monitored progress, and reviewed and integrated their work.
- ✓ Oversaw testing and the writing of Unit Tests with Junit and had the team work with quality assurance testers to make incremental improvements.
- ✓ Attended Scrum meetings, track progress of the sprints and was responsible for task planning.
- ✓ Assisted in the implementation of well-designed user interface following UX/UI specifications provided by UX designers.
- ✓ Android app employed continuous integration with Bitrise.io continuous integration and cloud Git repository for versioning and continuous integration.
- ✓ Applied abilities with multi-tier web architectures, and OO design patterns and concepts to the Android app development.
- ✓ Analyzed and determine the time and effort needed to perform a user story.

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KELLY SERVICES   June 2017 - August 2018

Android Mobile Developer   Troy, MI

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- ✓ Added several animations and transitions with off the box features and third-party libraries.
- ✓ Improved the search navigation Activity to find relevant information.
- ✓ Development of quality code using cutting-edge techniques, tools, and utilities.
- ✓ Improved the layout rendering by saving and optimizing the view hierarchy in all the resources.
- ✓ Was the owner of the central Git repository for our team using BitBucket for source and version control.
- ✓ Managed code review sessions to always have high quality (reusable, simple, documented) code.
- ✓ Managed the build creation with a Jenkins instance hosted on a private server.
- ✓ Created the database using SQLite local file and a Firebase implementation.
- ✓ Used native and third-party technologies to optimize the app functionality including Java, Parse, Volley, SQLite, Fragments, Picasso, Android Studio, JSON, SQLCipher, Spongy Castle, Git, Jenkins.
- ✓ Use of Implicit and Explicit Intents, and created custom views to present data.
- ✓ Use of Shared preferences and Key Store for login and user information.
- ✓ Transitioned the Android application from a Model View Presenter (MVP) architectural design pattern to a more sophisticated MVVM help with the modularity and maintainability of an app which has several large sections, searches, and much content to render.
- ✓ Worked on a small Agile development team with 2 Android developers, a Product Manager, Project Manager, Back-End Developer and Front-End UX Designer.
- ✓ Used the Parcelable interface to serialize the objects.
- ✓ Performed automated testing by using Robolectric and oversaw writing of Unit Test cases for which the team used Junit and Mockito.
- ✓ Produced the Android app in Android Studio with coding in Java, and both native and third-party frameworks.

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OFFICE DEPOT   September 2016 – June 2017

Android Mobile Developer   Boca Raton, FL

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- ✓ Implemented RESTful API with data formats like (JSON, XML, etc.).
- ✓ Implemented List View using the view Holder pattern to improve the performance.
- ✓ Collaborated with the product team to identify, prioritize, and document detailed product requirements.
- ✓ Implemented Firebase in the Android project and transitioned several functions to Firebase, such as moving from Google Cloud Messaging (GCM) to Firebase Cloud Messaging (FCM) for messages and push notifications.
- ✓ Used the Jira as the project management tool and created epics and stories, tracked issues and assigned tasks in Jira.
- ✓ Worked with GitHub and Bitrise.io for code repository, source and version control and Test-Driven Development (TDD) with online Continuous Integration.
- ✓ Transitioned from Dagger 1 to Dagger 2 for dependency injection and added Butter Knife.
- ✓ Implemented SQLite database for persistent data storage and fast data retrieval.
- ✓ Implemented the best practices for Android mobile development with their main components: Activities, Services, Content Providers and Broadcast Receivers.
- ✓ Used Google Maps API and Google Location services to provide maps and directions to stores.
- ✓ Supported multiple screen resolutions to provide proper resizing across multiple devices.
- ✓ Used JIRA for defect tracking and, project planning, and task assignment.
- ✓ Created custom animation to improve the user experience following the material design principles.
- ✓ Efficiently used Activity, Intents, Fragments, Services, Broadcast Receivers in building the app.
- ✓ Worked with Charles Proxy, Bluetooth Low Energy (BLE), Leak Canary, Firebase Crash Reporting in profiling and troubleshooting the Android app.
- ✓ Replaced Fabric Crashlytics with Firebase Crash Reporting for crash analysis in Android.

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CAPITAL ONE SERVICES   September 2015 – August 2016

Android Mobile Developer   Richmond, VA

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- ✓ Maintained standards by participating in code review and document review sessions.
- ✓ Work on real time support and improving application performance.
- ✓ Used MVP (Model View Presenter) design pattern to allow a presentation layer which is separate from the logic, so that everything about how the interface works is separated from the on-screen representation.
- ✓ Followed AGILE methodology with Test Driven Development for implementing the Application
- ✓ Worked with the Android SDK and implemented Android Bluetooth and Location Connectivity components.
- ✓ Used SQLite to save user details, their plans, and eligible devices for upgrade.
- ✓ Used Android content providers for implementing features like sending E-mails, SMS, etc. from the app and designed GUIs for these applications following Material Design guidelines.
- ✓ Analysis of mobile application code for re-engineering.
- ✓ Responsible for design of user interface using various custom layouts, buttons, dialog boxes, alert boxes, and different form of widgets.
- ✓ Used Fragments, ListViews, and PopulatedLists to display the lists from database using simple adapters.
- ✓ Used Services, AsyncTask and Notification API to implement event reminder feature into the mobile app.
- ✓ Debugging and Root cause analysis of production issues
- ✓ Fixed bugs reported by service providers and testing team.
- ✓ Tested the app in various virtual devices and real devices.
- ✓ Used log cat, DDMS (Dalik Debug Monitor Server) and trace view for debugging and detecting memory leaks.

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FLORIDA STATE UNIVERSITY   August 2014 – September 2015

Android Junior Mobile Apps   Tallahassee, FL

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- ✓ Received XML responses and parsed using SAX parser to get the required output.
- ✓ Implemented local data storage using SQLite to synchronize data between the server and the database.
- ✓ Involved in working with Location Manager and Restful Web service with JSON.
- ✓ Used ADB (Android Debug Bridge), DDMS (Dalvik Debug Monitor Service), LogCat to view system debug output.
- ✓ Used Android Native Development Kit (NDK) to create the library files to be used by C++ Services.
- ✓ Interacted with existing development team to understand the native android features required by the application, which are not provided by Appcelerator.
- ✓ Implemented Android native module to integrate Google Analytics in Appcelerator based application.
- ✓ Implemented Android native module to integrate Google push notification in Appcelerator based application.
- ✓ Prepared wireframes for the process flow of the application to design the UI of the application using MS Visio.
- ✓ Integrated Facebook API and FourSquare API for user authentication for cross application utilization.
- ✓ Developed the XML Layout with Android MapView to display the location tracking on the map.
- ✓ Incorporated Google AdMob Ads banners in the application to display advertisements to users.
- ✓ Involved in post-production support and maintenance process to fix the bugs.
- ✓ Used sync adapters to load changed data from server and to send modified data to server from app.
- ✓ Worked on implementing the barcode scanner to add items in store.
- ✓ Analysis of mobile application code for re-engineering.
- ✓ Implemented unique design for portrait and landscape mode.