Jason Wang

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SUMMARY

Android Developer with 3 years of comprehensive experience in designing, developing, and delivering high-quality mobile applications. Proficient in Kotlin, Java, Jetpack Compose, Git, and MVVM. Demonstrated skills in agile methodologies and REST APIs. Seeking to leverage my technical skills and passion for creating user-centric solutions in a challenging and fast-paced environment.

EXPERIENCE

Android Developer   **May 2022 - May 2023**
Ally Bank   *Remote*

• Integrated a Zelle© experience upgrade to their banking app, including an entire UI overhaul and several new feature implementations.
• Implemented new views using Jetpack Compose and migrated old XML views to Jetpack Compose, pioneering the company-wide transition to using Jetpack Compose by setting up modular views.
• Helped reduce time to launch of the new version experience by 40% and improved user experience by 20% as evidenced by customer survey scores.
• Fixed a multitude of bugs bringing down our bug backlog by over 15% and achieving a ~0.4% crash rate.
• Documented new features and major changes in company Confluence pages.
• Created automated unit tests which stabilized existing features and increased code coverage.
• Converted over 6,000 lines of legacy Java code to Kotlin and refactored 4 activities to use the MVVM architecture replacing presenters with viewmodels while also refactoring views to use Jetpack Compose.
• Single-handedly completed an average of 15 story points on a sprint-by-sprint basis, increasing team velocity by over 20% as tracked by Jira story boards.
• Used GitLab on a daily basis, performing code reviews in order to maintain a quality codebase.
• Collaborated with Product Managers, UX teams, and API teams to ensure a smooth workflow throughout the team. To achieve this, I participated in sprint meetings, daily standups, and weekly 1:1 meetings.

Android Developer   **October 2020 - April 2022**
Charge Anywhere   *Remote*

• Developed a mobile point-of-sale app (QuickSale) with over 10,000+ downloads that could turn devices into payment terminals using RFID technologies.
• Implemented the Google Maps library, including geofencing, dynamic marker placing, marker clustering, reverse geocoding for increased security and fraud protection.
• Converted legacy Java code to Kotlin, and added helper methods using Kotlin extensions.
• Utilized Kotlin for higher order functions, null safety, and delegate design pattern.
• Implemented a new push notification solution (Pushy) to replace FCM. This action avoided the dependency on Google play services, and improved the delivery rate of push notification messages (from 80% to 95%).
• Upgraded an Android application to be compatible with Android M (API 23+), from the initial Android version of Android 2.3 (API 10), by adding permission checks to the flow of the application, resulting in an increase of mobile device compatibility from ~90% to ~96% of the Android mobile devices at that time.
• Migrated Volley components to Retrofit 2 for consuming web services.
• Used Git and GitHub on a daily basis, and Bitrise to automate the testing and build of the Android app.
• Used Picasso to load images from URL sources found within a JSON string, reducing app's memory usage by up to 26% and increased app's image load time by 19%.
• Attended SCRUM meetings to track app development progress, by following an Agile development methodology, as a member of a team of 8 developers.

SKILLS

Android Development, Kotlin, Java, Git, Android SDK, Jetpack Compose, Navigation, Room, Coroutines Flows, Lifecycle, Retrofit, MVVM, MVP, MVC, Agile, Scrum, Dagger, REST APIs, XML, CI/CD, Unit Testing

EDUCATION

Bachelor of Science in Computer Science   **2020**
Drexel University   Philadelphia, PA