

Julian Lo

julian.lo@gmail.com // (425) 894-1133 // Seattle, WA

Objective

- I'm a lead mobile and frontend developer specializing in Android, React, and TypeScript.
- My strongest interest lies in helping startups execute with speed and robustness.

Skill Set

- Android, Kotlin, Java, iOS, Swift, AWS, Firebase
- React, Typescript, React Native
- Gradle, Maven, Jenkins, Bitrise, Gitlab CI
- C++, COM, Win32, XAML, C#/ .NET

Employment History

Lead Software Engineer [Nike, Inc.]

Seattle, WA (Oct 2019 - Present)

Lead Engineer for mobile apps for Nike Athlete Studio, the platform used by Nike global brand marketing and professional contract athletes. I was the architect and lead engineer for both the iOS and Android mobile apps which was available in over 50 countries.

- Implemented solutions for capturing, curating, and uploading media assets via S3 from the device to the backend.
- Implemented core form functionality on the Athlete Studio web app, using React and `react-hook-form`.
- Lead and managed the mobile/frontend engineering team.

Technologies: TypeScript, React, Android (Kotlin, MVVM, Jetpack), iOS, Jenkins, AWS, PostgreSQL

Senior Lead Software Engineer [TraceMe, Inc. (acquired by Nike)]

Seattle, WA (Jan 2018 - Oct 2019)

Lead Engineer for Android app for TraceMe, a platform used by professional athletes and celebrities such as Russell Wilson, Alvin Kamara, and Ciara, to publish content to and interact with their most devoted fans. Following a pivot, I also was Lead Engineer on the mobile apps for Tally, a real-time sports predictions game played by up to 25K concurrent sports fans.

- Built a hybrid native/React Native Android app and a React Native content rendering library shared with iOS.
- Built a real-time predictions game, for both iOS and Android, using React Native and Firebase Realtime Database.
- Successfully ported a React Native app into a ReactJS web app.

Technologies: TypeScript, React, React Native, Android, Kotlin, iOS, Firebase, Gitlab CI, AWS, PostgreSQL

Mobile Developer [Placed (acquired by Snap, Inc.)]

Seattle, WA (Jul 2016 - Dec 2017)

- Built Android PathKeeper app, an app akin to the Timeline feature of Google Maps.
- Used Java/Android to segment user location data into travel paths and visits/stops in real-time.
- Established and maintained the Maven repository for the Placed Android SDK.

Technologies: Java, Android, Maven, Gradle

Senior Android Developer (Contractor) [BYNDL]

Factoria, WA (Feb 2016 - May 2016)

- Used Java/Android and Node.js/Electron to implement a UI refresh on the Avanti Markets app.

Technologies: Android, Android Studio, Java, Node.js/Electron

Senior Software Engineer [Microsoft]

Redmond, WA (Aug 2007 - Nov 2015)

Engineer for the Windows Shell team, with experience working on several critical UI features on Windows 7 through 10 used by billions of users worldwide.

- Built the new interactive lock screen UI for Windows 10 using C++/CX and XAML.
- Rebuilt the Windows Out-Of-Box-Experience (installation wizard) for Windows 8.
- Built setup and configuration UI for the Windows 7 HomeGroup feature.

Technologies: C++, C++/CX, XAML, WinRT, COM, Win32

Education

Bachelor of Mathematics [University of Waterloo]

Waterloo, ON (2002 - 2007)

- Computer Science (Major), Pure Math (Minor)
- Cumulative GPA: 85%