Kevin Meresse

senior android engineer

About 1 relevant result (34.4 years old) - currently on H1B visa.

Living in Honolulu, Hawaii

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Hire

Education overview

2006: **Master** of Science at **EPITA** in Paris, with NIT specialization (New Information Technologies).

2001: Bachelor of Science with a major in mathematics at Paul Gauguin High School, in French Polynesia.

Professional experience

2016-now: **Senior Android lead engineer** at Hobnob Inc. -startup based in Honolulu. We help people creating stunning invites for their real life activities and bring them together before and after the event through chat and communities. **220,000+ downloads.**
Main features: Dynamic flyer rendering (image and videos), live chat, custom emoji, Slack inspired mentions and reactions, offline mode, pagination of big payloads, advanced badging system...
Keywords: Android, Java, Android Studio 3, Realm, okHttp, Phoenix Channels, Fresco, job queue, event bus, Google Maps API, Fabric, Gradle, Git, Material Design, RESTful API, JSON, GraphQL, Agile Scrum.

2015: **Android lead engineer** at SR Sports Inc. -young startup based in Miami, building a fishing league platform where users can compete and win prizes.
Main features: Camera (take pictures and record videos), upload large files to server, draw and edit custom geometric shapes, draw custom charts, live messaging, offline mode (data cached in local DB), geofencing, draw shapes on maps, nested lists...
Keywords: Android, Java, Android Studio, Realm, built-in camera, PubNub, Glide, Google Maps API, Crashlytics, Gradle, Git, Material Design, Photoshop, Agile Scrum.

2014: **Android lead engineer** at Hangtime Inc. -successful exiting startup based in SF. We created an app to help you discover your friends' social plans and interesting events happening around your location. **200,000+ downloads.**
Main features: Live messaging, improved performance when loading lots of data, massive refactoring for general performance.
Keywords: Android, Java, Android Studio, SQLight, Gradle, Facebook API, Google Play Services, Google Maps API, Volley, Mixpanel, A/B Testing, Agile Scrum.

2006-2014: **Software developer** in many small and big companies (MasterCard Europe, Electrabel, MKG, Belgacom Mobile, Hippocampe, Uniq Apps) around the world (France, Belgium, Indonesia, French Polynesia).

Personal projects

2018: **Board.ed** is my first app fully written in Kotlin and following the recent Android Architecture guidelines.
Main features: Search through a full list of board games retrieved from a public RESTful API.
Keywords: Android, Kotlin, Android Studio 3, ConstraintLayout, Retrofit, Room, Dagger, MVVM, repository pattern.

2013-2014: **Backflip** allows people to share a moment of their life with friends and family simply by taking 2 pictures (back camera: what you see, front camera: selfie) and putting them together to create one picture. I built everything from the front-end to the back-end, including the UX/UI.
Main features: Camera, image processing, flip animations, social integration (Facebook, Twitter, Instagram).
Keywords: Android, Java, Eclipse, Parse, Facebook API, built-in camera.

Technical skills

My skills and levels: Java (advanced), Kotlin (basic), Gradle (advanced), Android SDK (advanced), Android NDK (intermediate), SQLite (intermediate), Realm (advanced), Javascript (intermediate), C++ (basic), RenderScript (basic), Shell Script (basic).

Tools I use every day: Agile/Scrum, MacOS, Android Studio 3, JDK 1.8, Terminal, Github, Chrome, Slack, Photoshop/Sketch, JPEG-Mini, ImageOptim.

Miscellaneous information

Spoken languages: English (written and spoken), french (mother tongue).

Soft skills: Committed, positive, optimistic, curious, always learning, open-minded, like to take initiatives, cooperative, attentive to details.

Hobbies and interests: Technology, photography, family, golf, scuba diving.