

Michael Alan Huff

Software with ♥

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Summary

Software development engineer including six years of Android experience. Expertise in the design and development of responsive layouts and seamless offline support for customer interaction. Solid background in the technology of semiconductor devices, basic techniques of microelectronics, circuit design, and analysis. Exceptional troubleshooting, training, and documentation skills.

Programming Languages:

Kotlin, Java, Swift, JavaScript

Experience

Senior Software Engineer

Feb 2019 - May 2020

Cruise Automation

Core contributor to the In-Car Experience Team

- Defined and built in-car experiences for driverless cars by creating apps, tools, and systems for riders and for training drivers. Shared authorship of patent for in-car visualizations.
- Built an in-house MDM app (mobile device management) to quickly release app and OS updates to the Android devices in the cars.
- Owned the migration of in-car networking stack to mTLS (mutual Transport Layer Security).
- Wrote unit tests, integration tests, and design documents for all features.

SDE - Android Developer

Sept 2015 - August 2018

Goodreads.com

Working on the "Goodreads on Fire", "Goodreads on Android", and "Goodreads on Kindle" applications.

- Architected several new pages in app, including the new Notification Center, owning Friend Requests, Notifications, and User to User Messaging sections.
- Owned and released several updates to the "Goodreads app for e-ink" for all Kindle devices.
- Implemented overhaul to application styles hierarchy, updating app to material design.
- Managed App Localization and Google Play Store Release.
- Trained and mentored 4 summer interns and new hires.

Android Engineer

Jan 2015 - Aug 2015

AisleFire.com

Performed software design and development of hardware and the operation of specific sub-systems for the new Company SoftModem product.

- Headed development of an Android SDK that allowed third parties to push location specific data to a user's phone as they travel through any retail location.
- Proposed and implemented architecture for using Realm, Retrofit, and Rx for the SDK to attain a responsive and offline enabled experience for users.

Android Engineer

June 2014 - Dec 2014

Samsung Accelerator

Delivered production-ready front-end and back-end code on time and under budget for a diverse customer base.

- Implemented a robust architecture including Java.rx, okhttp + retrofit, butterknife, picasso, dagger, otto,

and cupboard.

- Implemented custom interaction patterns and views within the app.
- Managed releases to Beta Testers through Crashlytics with different build flavors.

Software Engineer

Dec 2012 - May 2014

Grio.com

Delivered production-ready front-end and back-end code on time and under budget for a diverse customer base.

- Boom Mobile Money: Banking app. Led development for forms flow including registration, transaction activities, and the "load/share money" pages.
- LEEDIR: A media upload service for the LASD. Managed media uploading and device hardware interfacing.

Education

Coe College

2007 - 2011

Bachelor of Arts

Triple major in Physics, Mathematics, and Asian Studies with a minor in Religious Studies.

CodePath Android Bootcamp

2013 - 2014

Dec 2013 to March 2014 cohort

Developed social network for sharing street art. Won 2nd place for best overall application that year. As an alumni I teach Android classes at evening and weekend workshops, as well as mentor students at current bootcamp cohorts.