Slovenia, Europe
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Miha Novak

LinkedIn
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I am a Senior Mobile Engineer especially interested in building magical mobile experiences, scaling systems up, and shipping reliable applications. I am a good mentor and have several years of experience leading a smaller team on different projects. I enjoy designing a maintainable and scalable codebase with appropriate tests and monitoring it in production.

Technologies and Languages

- Languages: Java, Kotlin, JavaScript
- Technologies: MySQL, BigQuery, Git (GitFlow)
- Other: Data structures and algorithms, AdTech

Work Experience

Senior Android Engineer   **HomeClinico**   **Oct 2021–Jan 2022**
Co-founder

- Created the architectural design of the Mobile app and created Android from scratch. Used sensors, **augmented reality**, Kotlin, Room, and Android Studio Profiler to check the performance.
- Created a WordPress/WooCommerce site and optimized the speed by **55%** with caching, media compress, and DNS.
- Integrated **Billing** and **Analytics** support to Wordpress/WooCommerce and Android and monitored the traffic.

Senior Software Engineer   **Outfit7**   **Jan 2021–Oct 2021**
AdTech team - Android

- Lead Project and Android Engineer of the in-house Consent Management Platform with worldwide legislation support (GDPR - TCF v2.0, COPPA, CCPA) (**1 year**). Outfit7's whole user base (**700M users**) had to interact with it. Lead a cross-platform dev team (iOS, Backend, and Frontend) with constant communication with the Legal team. Used Kotlin, architectural patterns, automated tests (unit, integration), events/revenue/crashes monitoring.
- Mentored **3 newcomers** on the internal Ad Library and the basics of Mobile Advertising until **full proficiency**.

Software Engineer III   **Outfit7**   **2018–2021**
AdTech team - Android

- Lead Android Engineer of the complete Ad Library refactor to support Mobile Headerbidding Advertising (**2 years**). Used Java, architectural patterns, multithreading, tests (**80% CC**). Shipped to all Outfit7 apps or **100M daily** users.
- Created a Server-to-Server Ad creative (static, video, enriched video) rendering engine within WebView (**6 months**). **Introduced Kotlin** to the AdTech Android team which became the default language for all future projects.
- Head Android code performance checker/debugger (memory, CPU, leaks) of the multithreaded Ad Library with the Android Studio Profiler. Reduced memory crashes by **10%** and advised external SDK partners on code optimizations.
- Integrated Gameloft rewarded playable Server-to-Server ads and debugged their HTML/Javascript Ad creatives.
- Have worked fully remotely since **March 2020**. The personal efficiency increased greatly.

Software Engineer II   **Outfit7**   **2016–2018**
AdTech team - Android

- Head Android and iOS Server-to-Server Ad integration engineer. Collaborated with **10 external** partners and was their main technical contact. Used Java, JavaScript, and HTML for Ad integration.
- Created the **first** HeaderBidding proof of concept and presented it to an external partner MAX (bought by Applovin)
- Created a Banner Ad identification system for detecting ad providers of inappropriate ads from screenshots. Used by the QA, AdOps, and Customer Support departments. Used Java and custom algorithms to create a web app.
- Monitored revenue/KPIs for the whole AdTech Android traffic **daily**. Used BigQuery and MySQL.

Junior Software Engineer   **Outfit7**   **2015–2016**
Native team - Android

- Complete UI refactor of Talking Tom 1 Android game shipped to **500.000** users and added Android TV support.
- Created 2 minigames for the Talking Tom 2 Android game, played by 200.000 users.

Junior Android Engineer   **Infinum**   **2015**
Slovenian Android team

- Created 2 Android apps for external clients used by **10.000** users.
- Collaborated with **remote** cross-platform teams (Frontend, iOS, designers, product managers) and external partners.

Education and Certifications

- **B.Sc. Computer Science,** Faculty of Computer and Information Science, Ljubljana   **2014-Dropout**
  (25/30 subjects)

Projects

- **Programmer's Guide Slovenia** is a collection of useful Slovenian Developer Facebook group posts, resources, and meetups that help kickstart the career of new programmers. The project reached **150+** stars on Github and is used by more than **1.000** programmers and non-technical people. See the source on Github.
- **Broccoli -** Slovenian real estate scraper for personal use. Modern API design principles and concepts with Java backend and a **Kotlin** Android app. See the blog post on my blog.
- **DrinKing** - a prototype for an automatic beer dispenser with an Android app payment system. Used **Python** (Flask) for RBPi client-side, JavaScript/HTML/CSS for user interface, and Java for the backend. Check more on it on my blog.
- **CountOnMe** - a sophisticated item counter. The app was made in **Flutter** (Dart) and the Android app was submitted to the Google Play store. As part of Flutter, it uses best practices in declarative programming. More on my blog.
- **Technical blogging** on mihanovak1024 blog. Popular articles include *The Evolution Mobile Ads* and *First Startup Experience*.

Interests

- **Volunteer Firefighter** with 20 years of membership
- **Inline Hockey** player with a local inline hockey team (2018 champions of Slovenian 2nd league)