

JUSTIN MURPHY

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GitHub: [murphjm](https://github.com/murphjm)
[Android Development Blog](#)
[Algorithms Blog](#)

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A builder with a passion for usability, design, and fine details.
Software engineer and open source contributor.

Experience

Senior Android Engineer (2019 - 2022) @ Meta — Menlo Park, CA

Built delightful Android experiences for Meta Portal. Converted existing apps to Kotlin and Mvvm. Built utilities for identifying and removing unused transitive dependencies to reduce APK sizes. Wrote bash magic for identifying and fixing noisy Android log entries, incorporated into the Portal toolchain. Helped champion team best-practices for on-call, SEV response, post-mortem, technical documentation and app quality. Mentored junior engineers and boot campers.

Android Program Director (2018 - 2019) @ Lambda School — San Francisco, CA

Interviewed and hired a team of instructors, courseware developers and student mentors for Lambda's Android training program. Delivered course material and office hours to students and coached instructors. Guided curriculum development for modern Android app development. Mentored students into roles at top companies like Coinbase, Spotify and Amazon.

Staff Android Engineer (2016 - 2018) @ Eaze — San Francisco, CA

Re-wrote the Eaze Android app in Kotlin using the model-view-presenter pattern, Dagger 2, RxJava, Retrofit, Robolectric, Mockito and Conductor. Took the app from a rating of < 2.0 to 4.0 in 6 months. Pitched and built an "app rater" feature that keeps track of users' positive events in the app and asks them to rate the app when they've reached a threshold of positive events. Helped build and maintain the iOS and Android driver apps using React Native. Mentored junior engineers. Implemented continuous integration for all mobile apps using CircleCI, Docker and bespoke python.

Android Lead / Consultant (2015 - 2016) @ eero / Amazon — San Francisco, CA

Built and helped design eero's Android app using model-view-presenter, dependency-injection, Dagger 2, Retrofit, Gradle, Flow, Mortar, OkHttp and RxJava. Guided the product team to implement important mobile features like feature-flags, analytics, broadcast messaging and forced-upgrades. Worked with executives, customers, product managers and designers to build a top-shelf Android-specific experience. Managed a team of remote engineers and helped hire and mentor junior engineers locally to replace myself.

Android Lead / Product Lead (2012 - 2014) @ Hotel Tonight — San Francisco, CA

Architected and built the HotelTonight Android app using the action bar design paradigm, fragments, the sliding drawer pattern and the model-view-presenter pattern. Translated the app to five languages and built versions for 7 and 10-inch tablets. Conducted product testing and championed a release process to ensure a production error rate of less than .02%. Worked with Google to secure two seasonal and two Editor's Choice promotions in Google Play. Delivered a panel on Android design at Google I/O 2013 with Roman Nurik and Nick Butcher. Recorded a DevBytes video on Android design at Google HQ. Managed a team of three Android engineers and worked with stakeholders to define requirements and prioritize deliverables. Built Ruby on Rails API to allow Google+ sign-in and Google Wallet transactions. Designed and built an Arduino circuit to automatically tweet when the HT gong is rung.

(Additional job history available on request.)

Projects

Open Source [Android Pusher Client](#), [Android Robolectric Unit Test Project](#)

I built an open-source Java / Android client for Pusher that's being used in the development of several Android games and real-time applications, and a boilerplate Android unit-testing project (among others).