# Benoît Quenaudon

 $And roid\ Engineer-{\tt \underline{bquenaudon@gmail.com}}-{\tt \underline{https://benoitquenaudon.com}}$ 

I focus on delivering the best experience, to both users and fellow developers.

## **Professional Experience**

#### **Android Engineer**

#### 2016~Now@Cybozu (Japan)

Part of a 4-member team dedicated to improve the mobile experience among all Cybozu's services, B2B groupwares which offer schedules, apps, processes in the cloud.

- Built new features for all of Cybozu's Android apps
- Increased the quality of Cybozu's apps by improving communication with PM/Designers to keep in pace with latest API changes and trends
- Gave in-house talks: Android, Rx, Kotlin, DI
- Upgraded legacy projects: Maven to Gradle migration, CI, Lib updates

#### Web Application Engineer

#### 2015@Cybozu (Japan)

Helped building and maintaining *kintone*, a B2B web app which offers databases, apps, processes in the cloud.

- Enhanced productivity of daily tasks of all employees by building Chrome extensions
- Gave in-house talks: ES6, Rendering performance, RAIL performance model

#### Web Application Engineer

#### 2011~2014@Synergy Marketing (Japan)

Helped building and maintaining *Synergy!* 360, a CRM in the cloud. Also co-led a team of 15 and managed a team of seven.

- Defined the code guideline used in our codebase
- Reduced our release process from hours to minutes by automating our procedure
- Postgres tuning

→ Complete history on LinkedIn: <a href="https://www.linkedin.com/in/bquenaudon/">https://www.linkedin.com/in/bquenaudon/</a>

### **Technical Skills**

Android, Kotlin, Java, Dagger, RxJava, Android app Architecture, JavaScript

## Language Skills

French (native), Japanese (fluent), and English (fluent)

### On the Side

#### **TVFoot**

#### https://github.com/oldergod/red

TV program of football games broadcasted in France.

• Side project where I try things out like new architectures, Kotlin, Firebase, etc.

### **Public Speaking**

I enjoy meeting and sharing ideas with the Android community; I have spoken at multiple events such as DroidKaigi, droidconNYC, and local meetups.