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August 8, 2025

Hiring Manager, Apple Music - Android
 Re: Android Engineer - Apple Music (Role 200551441-3543)

I'm an Android SDK/NDK/AOSP engineer with a career-long focus on real-time audio/video. I'm excited about the Apple Music Android role and, while the posting lists San Diego, I'd prefer to be considered from Apple's **Seattle** office (with travel to San Diego as needed).

Fit with the role (highlights):
 • **Core components & large codebases:** Led an Android 9→11 migration (>2M LOC) and standardized crash/telemetry across 30+ apps at Promethean (AP9 Tech Lead; 500K+ units shipped).
 • **Real-time streaming & media stack:** Deep hands-on with MediaCodec, AudioTrack, ExoPlayer (AndroidX Media), FFmpeg, codecs (AAC/FLAC/G.711/H.264/MP3/PCM), and low-latency audio (AEC/AGC/NS).
 • **NDK/C/C++ & open source:** Heavy JNI/NDK integration; maintainer of **DistroAV (OBS-NDI)** used for real-time A/V over IP (~6M downloads). Daily work includes debugging stack traces and fixing OSS deps.
 • **Tools & frameworks:** Built reusable libraries (telemetry wrappers, test harnesses) and internal SDKs to accelerate teams and third-party integrations.
 • **Data-driven quality:** Established metrics, experiments, and profiling (ASan/LSan) to improve reliability and latency.

Proven soft skills you call out:
 • **Leadership & mentorship:** AP9 Tech Lead; code reviews, architectural guidance, and onboarding.
 • **Cross-functional collab:** Worked across product, firmware, hardware, QA, and support to ship at scale.
 • **Execution amid ambiguity:** On-site debugging for mission-critical customers (public safety, enterprise), balancing incomplete requirements and multiple priorities with clear, calm communication.

Passion for digital media transmission:
 Since building the **Vibe** (1997) and co-creating **Sonique** (1998) MP3 players, my throughline has been moving media efficiently and beautifully - from VoIP/SIP/RTP at Google/Microsoft/Motorola to today's open-source streaming (DistroAV) and personal projects that push latency and fidelity forward. Apple Music's bar for end-to-end experience is exactly where I like to operate.

I'm a U.S. citizen (no sponsorship) and fluent in Kotlin/Java/C/C++, ExoPlayer internals, FFmpeg, unit testing, and profiling. I would love to help design, instrument, and harden Apple Music's core Android components - ideally from Seattle in close partnership with the San Diego team.

Thank you for your time and consideration.

Sincerely,
 Paul Peavyhouse

Attachment: Résumé