|  |  |  |
| --- | --- | --- |
|  |  |  |
|  | (408) 300-9635  Alloss42311@gmail.com | Al Lossada  Android Developer  **Objective**  To secure a challenging and rewarding position as Android Developer with an established organization that can utilize my skills and experience with expert in the interaction between various devices and different versions of Android |
|  |  | **Summary**   * Innovative Android Developer with 5+ years of experience designing, developing, testing, and maintaining Android applications with 50K+ downloads * Familiar with OOP design patterns such as Façade, Abstract Factory, Builder, Singleton, Observer, MVC, MVP, MVVM, Protocols & Delegation, etc * An understanding and ability to exploit Android features and APIs (Background services, notifications, location etc.) * Team player with the ability to work autonomously * Familiarity with Java, Android Studio/Gradle, using multiple target environments and deploying apps to the Play Store * Experience of writing & maintaining unit tests; mocking frameworks and a euthanistic for test-driven development * Experience developing video playback technologies * Ability to work individually as well as part of an Agile a team, be self-motivated and self-reliant * Experience of BDD and TDD. App signing, rich UI development, HTTP, JSON, XML, SSL security, sockets, Wi-Fi, Material Design principles Agile development using JIRA * An understanding of Android Auto, Android TV and Google Home API with third-party analytics services * Experience designing for Tablets and other big screen devices in Android * A firm understanding of building Android mobile applications that utilize web services (REST, HTTP-based, XML, SOAP, JSON or other services). * Experience developing highly efficient Java code and view layouts and the ability to diagnose performance bottlenecks in Android development * Self-motivated and proactive with demonstrated creative and critical thinking capabilities   **Education**   |  |  | | --- | --- | |  | Computer Engineering |   Florida International University,  School of Engineering Miami, FL |
|  | **Skills**  Architecture |MVVM| MVP  Kotlin| Java| NDK | MixPanel| Google Home| Google Assitance API | Play Services| Keystore| Retrofit| SQLIte | FSM | BLE | WiFi Protocols| ExoPlayer| Material Design| Zeplin  TDD| BDD| Mockito | Espresso| Firebase| Robolectric| AWS| JetPack| LiveData| VOD| Bluetooth BLE| OAuth |AES Encyption  Dependency Injection | Butterknife  Reactive Programming | RxAndroid  Agile | Scrum | XP Push Notifications| Patterns|Instruments tests|RESTful Web Service consumption|GIT| GitLab | SV| Jenkins|MVC|SOLID| OOP Design| Unit Testing|Multithreading, Jira| OAUTH2 | ZXing | CARD.IO| Stripe | PayPal| Android Studio 3.2 | Waterfall | AsyncTask Loaders |

|  |  |  |
| --- | --- | --- |
|  |  |  |
|  |  | **Experience**   |  |  | | --- | --- | | Now- Apr 17 | Sr. Android Developer | | **GEICO Mobile** |  |   <https://play.google.com/store/apps/details?id=com.geico.mobile>   * Independently work on “Request roadside service” and “Pay and mage bills” User-story in consult with Tech lead * Work on paid product flavour using Kotlin Default and named arguments, model classes, delegates, Smart cast, Data class and Extension functions * Integrate Urban Airship in new features for messaging and content delivery, including Push Notifications, Rich Media Messaging, In-App Purchase and Subscriptions. * Refactor View layer with new Architectural components from MVC using lifecycle aware components and Room database with SQLCipher encryption * Upgrade to PayPal Braintree's Android SDK to accept card and alternative payments to pay & manage bills for car insurance * Authenticate users via fingerprint scan and implement the user interface for the fingerprint authentication flow for new insurances * Work on AndroidWatch module to display notifications and send data from phone * Heavily code using ReactiveX for asynchronous programming with observable streams for API’s using flatmap, filter, zipalign, map transformational * Encrypted ID card details in Android Keystore system to store cryptographic keys in a container to make it more difficult to extract from the device * Work in Test-Driven Development to write test cases in Pay Bills ViewModels and automated UI test using Espresso for View Policy feature   Responsibilities   * Participate in technical and design discussions with technical executives at strategic partners to speed up adoption and ensure best practices during implementation. * Participate in fast-paced development cycles; have completed 100% of deadlines ahead of schedule * Working proactively to remediate adverse customer experiences * Assisting with the deployment of Android application code to multiple package targets |
|  |  | |  |  | | --- | --- | | June 16 - Mar 17 | Sr. Android Specialist | | **ParkMobile - A Smarter Way to Park** |  |   <https://play.google.com/store/apps/details?id=net.sharewire.parkmobilev2>   * Emphasize business logic and leave framework details under the hood, address separation of concerns using Uncle Bob clean code architecture * Perform migration from GCM to Firebase push notification services to send notifications to tell when a paid parking will expire * Incorporate ThreatMetrix External SDK detect any breaches to the host application, Strong Device Identification and Send events showing high-risk signals to Firebase backend cloud database * Independently work on Card.io credit card scanning library integration to Pay for parking and reservation * Map parking spots on Google Map with Clusters API, find the best parking spots and get car location with Google Play services Location API and GeoCoder API * Pair Program to perform password reset, verify email, and recover email using Firebase API * Define API contracts and develop against stubbed/mocked end-points with Mockito with additional beta testing using Google Cloud testing mechanism * Use RxPS ,  RxJavaPriorityScheduler  Scheduler library in Reactive environment  to parse multiple streams of data concurrently * Replace Google Analytics with Firebase SDK for push notifications, Analytics, Crash Reporting and Authentication services * Create Schedulers mock using RxJava TestScheduler in unit tests and trigger TestScheduler to drive function behavior as expected * Expose data via a Content Provider using Room to access contacts and gallery * Migrate SQLIte database to Realm 3.0 local caching database to store parking expenses, parking data and account information.     Responsibilities   * Collaborate daily with the offshore implementation team based in Atlanta * Monitor the app post-release to ensure that it is working as expected. * Collaborate with the wider team (developers, analysts, product owners, etc.) to produce acceptance criteria for user stories, providing technical and domain expertise to help drive decision-making * Working proactively to remediate adverse customer experiences  |  |  | | --- | --- | | Apr 15 - May 16 | Bluetooth Android Developer | | **Tile** |  |   <https://play.google.com/store/apps/details?id=com.thetileapp.tile>   * Conduct meeting with vendor to integrate Branch SDK in the app to increase mobile conversion, retention, and engagement through deep linking and user routing * Work on Generic Attribute Profile (GATT) protocol BLE technology to connect Tiles with Bluetooth 4.0 compatible devices * Work around BluetoothAAdapters, BluetoothServices, Oral B UUID Characteristics with BroadcastRecivers , EventBus and IBinder interface * Resolve camera, location, external storage dangerous level persmiison to target Android M version and above * Work on Fused Location API Services to record the last known location of Tiles, based on your phone’s geo­-location data * Use NDK to reuse native-code libraries written in C/C++languages to communicate with base bluetooth framework classes * Use Espresso for instrumentation testing using Assertions, Matchers and Actions for 80% view code-coverage * Work on Google In-app Billing and Amazon in app purchases to provide checkout processing for to renew memberships and buy tiles * Conduct frequent code review activities with the members of the development team using Collaborator tool * Create Dagger components and subcomponents to inject the needed dependencies into different Android app fragments, view models and components * Conduct integration testing with Robolectric framework and behavioural testing with Robotium framework   Responsibilities   * Work together with the designers and work on our application for the Android platform, which you will continuously improve over time * Improving test coverage, procedure and documentation * Write and maintain existing unit tests (TDD), and helping drive forward efforts in to adopt BDD |
|  |  |
|  |  | |  |  | | --- | --- | | Aug 14 - Mar 15 | Android Developer | | **CBS Sports Fantasy** |  |   <https://play.google.com/store/apps/details?id=com.cbs.sports.fantasy>   * Work in MVVM architecture using Data Binding Library to bind UI components in layouts to data sources in using a declarative format with one-to-many mapping between various Views and one View Model * Create customised compound view with Listview headers to display League standings and power rankings * Download XML Weekly matchup recaps data, Scoring previews and Player profiles data from backend using Jackson Parser with Volley library * Perform static code analysis using  PMD, Findbugs, Checkstyle, Gradle and Jenkins reports * Work in XP envirnment to authenticate users, sync profile data with Amazon Cognito Sync and Transfer files with Amazon S3 Transfer Manager * Work with Conviva SDK for improved quality of experience (QoE) and video-streaming quality * Incorporate the  tab  navigation  using  the  View  Pager  Indicator  third  party  library * Replace old video view with ExoPlayer API for QVC's video streaming media protocols: HTTP Live Streaming (HLS), RTMP and RTSP * Download and cache remote images in a memory efficient manner using Fresco Facebook library * Independently work on Depth charts, roster trends, and player projections user story   Responsibilities   * Ensure the performance, quality, and responsiveness of app and server * Collaborate with team to define, design, and ship new features * Identify and correct bottlenecks and fix bugs * Help maintain code quality, organization, and automatization |
|  |  | |  |  | | --- | --- | | July 13 - Mar 14 | Native Mobile Developer | | **Mango Health** |  |   <https://play.google.com/store/apps/details?id=com.mangohealth.mango>   * Configure GCM server for push notifications to send advance warning when it’s time to order a refill * Create a custom view with onLayout, onDraw and onMeasure methods to display date and set custom reminders to drink water, record mood, check blood glucose and take your blood pressure * Parse medical history logs json data from backend using AsyncTask and display in ListView with view-holder pattern * Implement a WebView control  to  reuse  some  legacy  web  application  functionality * Communicate with Google Contacts API to create new contacts, edit or delete existing contacts, and query for contacts that match particular criteria * Code in MVP architecture with FasterXML Jackson serialization and configuration framework converter; with eventBus to communicate with different presenters * Implement beta test coverage, distribute beta versions, collect live crash reports, and get feedback from real users using Hockey App * Develop the ability to scan QR codes within the application using the ZXing Library. * Add the use of Google Wallet payments to buy products and unlock advanced features * Add Interceptor-builder.cacheControl to force caching of network request for max-age=3600 * Work with Google GData client library to access Google APIs using JSON and OAuth 2.0 * Implement multi-language support using XML for simple menus and web services   Responsibilities   * Closely work with designers/zeplin tool for vector drawables, API developers, iOS techies in an Agile/Scrum environment * Bug fixing and improving application performance * Build scalable apps across multiple platforms and device resolution * Liaise closely with the designers to polish the old User-interface |