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| ***Sofiane Amarouche***  ***Android Developer | Software Engineer***  ***Mobile: 404 – 220- 7164***  ***Email: Sophiane493@gmail.com*** |

*Seeking a challenging and growth oriented Consultant/Contractor role as Android Developer*

*Excellent consulting skills developed across several client-facing projects*

*Strong organisational and leadership skills*

**Employment**

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| MAY 2017 -  PRESENT | **Android Lead**  **NYTimes - Latest News New York, NY**   * Large Agile team including API developers, designers, iOS developers and testers * Worked on existing large codebase in MVVM architecture with data-binding implementation * Migrated Spanish version of the app to Kotlin using Anko, Android KTX, JetPack, coroutines, extension functions, delegate properties and null-safety checks * Worked on RxJava2/ Retrofit to ping API calls to the back-end server and apply map, flatmap, buffer, merge, reduce and zip functional operators to JSON data * Used Espresso for the automated UI testing recyclerview interactions and Mockito was used with Retrofit for mocking the API call(Mockserver) * Upgraded Google in-app purchases API and GooglePay API to buy digital access to NYT Crossword and NYT Cooking for $24.99/month * Perform static code analysis and code review (Collaborator) got ‘Best sellers lists at the top of the Books section’ acceptance criteria * Replaced old videoview MediaPlayer API with ExoPlayer sdk to watch exclusive NYT stories videos * Redesigned navigation for swiping quickly across sections * Fixed an issue where some users were not seeing images render * Improved Android Keystore program to store cryptographic keys in a container and protect key material from unauthorised use * Replaced MixPanel implementation with Google Firebase push notification services to send breaking news alerts   <https://play.google.com/store/apps/details?id=com.nytimes.android> |
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| MAR 2016 -  APR 2017 | **Android Architect**  **Hush - Beauty for Everyone Los Angeles, CA**   * Mid-size team, working closely with the back-end and designers * Communicated with web-server using Retrofit/okhttp libraries to display wide range of brands and products in custom recyclerview * Refactored the architecture from MVP to new Architectural Lifecycle aware components using LiveData, Viewmodel and Room * Managed OOM exceptions to improve performance using Crashlytics, Leakcanary, Android Device Monitor(DDMS), JIRA * Upgraded existing local database from SQLite to Realm to store product list and details for offline access * Utilised Facebook Stetho, Debug tools, Jobscheduler, Services and Android Profiler to identify issues and enhance the performance * Made app compatible to Android O by improving the background processing limits, notification channels, battery consumption and memory * Improved search UI to find what you are looking for and coded ‘Add to bag’ and ‘checkout’ user interface * Added Braintree SDK and updated Stripe sdk to accept user payments at checkout for selected products * Integrated Braze SDK base analytics library and user interface library for in-app messages, push, and the news feed * Used Google Protocol buffers library to perform XML serialisation of data * Work on the free/paid Subscription product flavors of the app to expose different user-stories   <https://play.google.com/store/apps/details?id=com.shophush.hush> |
| JUL 2015 - FEB 2016 | **Senior Android Developer**  **FlightAware Flight Tracker Houston, TX**   * Mid-size team, Daily scrum, agile environment and working closely with iOS team * Attended the SCRUM meeting to keep track of the current sprint * Worked with a Model View Presenter architectural design pattern, singleton, factory, facade, builder pattern to help with the modularity and maintainability * Updated OpenStreetMap modular tile provider system to support online and offline tile sources, overlay support with built-in overlays for plotting icons, tracking location, and drawing shapes * Designed notifications UI and send real-time push notification for flight alerts and airport delays with MixPanel external client sdk * Replaced old UI with NavigationView drawer, swipe tabs and material design features to build new master screen * Used AChartEngine ChartFactory, GraphicalActivity and GraphicalView interfaces to  plot flight paths * Programmed codehaus jackson XML converter with retrofit configuration in service layer to get fight list and details * Refactored legacy code to accommodate all new changes in data download and synchronisation strategies to Reactive code – RxJava * Used MobileAppTracking library for attribution analytics to measure the value of advertising partners * Incorporated device specific content-providers and build own custom content providers based on client requirements * Write unit test cases for ’Nearby flights’ and ‘real-time flight status’ presenters using Mockito library with method interactions and spy objects * Used Apache Commons Codec to produce Base64 encode/decode mechanism for web service communication   <https://play.google.com/store/apps/details?id=com.flightaware.android.liveFlightTracker> |
| AUG 2014-JUN 2015 | **Native Android Developer**  **Discotech: VIP bottle service, guestlists, tickets Los Angeles, CA**   * Mid-size team * Work on the algorithm to compare and see bottle service pricing at different venues * Integrated ImageViewTouch library to include zoom and pan capabilities on image view widget * Included Google Guava library to perform caching, primitives support, concurrency, annotations, string processing and I/O functions * Coded the network layer using Volley networking library to display venue and access bottle menus in customised listview with sticky headers * Improved map view styles and search in any area feature * Write functional integration testing using Robolectric in TDD manner * Perform code analysis, optimisation and checked Android quality control using PMD, Findbugs, Checkstyle, Gradle and jaCoCo reports * Incorporated HockeyApp SDK for alpha/beta testing, error reporting and user feedback for the app * Simplified communication between Activities, Fragments, Threads and Services with subscriber-publisher pattern using event bus library * Included localisation features for French and Italian versions of the application * Used YouTube Android Player API to incorporate videos * Applied Crashlytics to bug and app crash reporting   <https://play.google.com/store/apps/details?id=me.discotech> |
| MAY 2013-JUL 2014 | **Android Developer**  **Allrecipes Dinner Spinner****Seattle, WA**   * Small team with BDD appraoch * Implemented New Relic to record custom metrics and networking * Refactor unorganised spaghetti codebase into MVC architecture following SOLID principles * Improved search by keyword, ingredients options UI, data-parsing in coordination with other iOS developer * Downloaded cooking videos using DownloadManager and save it on internal phone memory * Incorporate Facebook SDK to share cooking triumphs with friends * Post Cook’s profile data to backend using RestFul web-services using AsyncTaskLoaders * Pair program to call native C/C++ Code using NDK * Worked closely with the external designer team to import the assets correctly through Zeplin web platform * Used Android web view for loading html pages and working around cookie manager * Adding ACRA library to automatically post-crash reports to a GoogleDoc form * Fixed critical and major bugs reported by testers on JIRA in 2 weeks sprint cycle * Used BitBucket for source control management and continuous integration with Travis CI   <https://play.google.com/store/apps/details?id=com.allrecipes.spinner.free> |

**Technical Skillset**

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| RxAndroid | Kotlin | JIRA | RxJava | JobScheduler | Volley |
| BrainTree SDK | VideoView | LeakCanary | Android Studio | GitHub | OkHTTP |
| Git | Mixpanel | NDK | Circle-CI | Flurry | Spork |
| ReLinker | Loaders | Push Notifications | Stripe | Urban Airship | GSON |
| Sketch | Dagger2 | Chromecast | MPAndroidChart | Otto | LeakCanary |
| ExoPlayer | IntentServices | Glide | Eclipse | Robotium | Retrofit |
| Crashlytics | Google Analytics | MVP | AndroidAnnotations | Bluetooth BLE | Jenkins |
| Slices | Nougat | AndroidPhotoFilters | Material Dialogs | Caligraphy | JUnit |
| Timber | Material Design | ORMLite | IcePick | SpongyCastle | Firebase |
| GitLab | Handlers | LeakCanary | MVVM | EventBus | Cipher |
| JetPack | Android KTX | Mockito | Dependency Injection | Google Cloud Messaging | Espresso |

**Education**

**Bachelor of Science - Information Technology**

Kennesaw State University, Marietta, GA, USA