

Raul Marius Podar

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●Android ●Compose ●Coroutines ●SwiftUI ●MVVM ●Kotlin Multiplatform ●RxJava ●Jenkins ●CircleCi

Employment

Senior Android Engineer - Sky February 2024 – Present

- Entrusted by management to lead and maintain a critical legacy project generating £30 million per quarter. Acted as the **Tech Lead**, ensuring the project's continued success and stability.
- **Mentored** three junior team members by reviewing their code, guiding them through the project for greater ownership, and mentored a QA engineer into an automation role by providing ad-hoc training and hands-on projects—all fostering confidence and skill growth within the team.
- **Drove Mediatailor** delivery (Android/iOS), saving ~£1 million/year and boosting revenue via pre-roll ads.
- Maintained the **Android SDK** for our internal video library—used across three different apps—and ensured a smooth transition to ExoPlayer after a complex, time-intensive team effort, resulting in enhanced performance and a streamlined streaming pipeline
- Led continuous improvement initiatives by **managing** the **tech-debt backlog**, conducting tech sessions for knowledge sharing, and incorporating new reliability processes post-business reorg—maintaining **reliability scores** despite a reduced team.

Android and iOS Engineer - NiloHealth September 2022 - December 2023

- Worked closely with the Product team to better define the requirements of the Mobile Apps.
- Created an automation script in **Python** that reduced person-hour by 2 hours for every release.
- Developed novel features for **Android (Compose and Coroutines)** and **iOS (Swift UI)** that increased content activation by 25% and doubled the number of registrations to roundtable events.
- Restructured the data layer of our mobile apps from scratch, utilizing newly introduced design patterns (e.g., **Repository**).
- Contributed to adjustments for the architecture within the UI layer to have loosely coupled code and **reduced** the number of new **critical bugs** (UI freezes) by 40%.
- Responsible for the research, ticket definitions and development of various features, such as local notifications for both mobile platforms.

Android Mobile Developer - Sky September 2021 - September 2022

- Voted by my peers as winner of the Mobile Academy after a training programme.
- Agile development within the Sky Go Android team, practicing TDD and maintaining a featurebased modular application following an **MVVM** architecture.
- Responsible for the development of the CI/CD pipeline in **Jenkins** as part of an educational project

Web Developer - Phlashweb August 2019 – December 2019

- Captured reusable components of a **Laravel (PHP)** web application and optimised the code
- Created testing sandboxes and did several server migrations

Laboratory Demonstrator - Queen Mary University of London September 2019-April 2021

- Responsible for managing groups of students by guiding them weekly based on a semester-long project (**Software Engineering**)
- Assisted modules: Software Engineering, Algorithms and Data Structures, Procedural Programming, Computer Systems and Networks, Logic and Discrete Structures, Fundamentals of Web Technology

Education

Queen Mary University of London, BSc- Computer Science (2018-2021)

- **First-class Honours** (average mark of 85)
- Dissertation: "A 2-axis political spectrum analysis from Twitter data and towards classification" (Sentiment Analysis, LIWC, B.O.W, TF-IDF)