

Chris Jones

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Professional Profile

- ◆ **10+ years** of professional software development experience, with two years in a *leadership* capacity.
- ◆ Broad range of professional software experience covering *embedded, mobile, desktop, and full-stack web*.
- ◆ Driven by the challenge of balancing *design & architecture* with *rapid* software delivery.
- ◆ One with the understanding of *Agile* as a philosophy & methodology first, and as a process second.

Work History 2022 - 2023

Senior Android Developer, Wattpad, Toronto ON (Remote)

- ◆ Generalist duties maintaining the Android client application.

2021 - 2022

Android Developer, Epic! For Kids, Victoria BC (Remote from ON)

- ◆ Generalist duties maintaining the Android client application.

2020 - 2021

Lead Android Developer, Dakia Canada (Dakia Digital)

- ◆ Built a new consumer facing social app from scratch. “Single Activity” MVVM Repository Pattern with the AndroidX/JetPack SDK. Includes highly customized navigation components, written in Kotlin.
Published:
<https://play.google.com/store/apps/details?id=com.dakiadigital.hypr.tribes>
- ◆ Contributed to full stack system architecture, and general engineering management as part of a team of “three leads”.
- ◆ Currently developing a port of this App as part of a team utilizing Flutter 2.2, targeting Android, iOS, and Web platforms. (Flutter/Dart)

2019 - 2020

Full-Stack Software Developer, Manulife, Waterloo ON

- ◆ Design and development of common web and server components for use across the company’s IT business units. (*Node.js/React.js*)

2017 - 2019

Application Developer II, BlackBerry, Waterloo ON

- ◆ Development and maintenance of the BlackBerry PIM applications; Hub, Calendar, Contacts, Tasks, and Notes. Back-end sync adapters, front end native UI, and all layers in between. (*Legacy Android/Java*)

Work History **2015 - 2017**

(Cont.)

Software Development Team-Lead, Asset Science LLC, Waterloo ON

- ◆ Lead a development team of eight developers responsible for an application suite across desktop and mobile.
- ◆ Multi-hat role included team-lead, systems/solutions designer, scrum master, product owner, and crunch-time developer.

2013 - 2015

Software Developer, Asset Science LLC, Waterloo ON

- ◆ Took over development of an embedded SD Card data sanitization system, taking it from prototype to product. *(C, Java)*
- ◆ Performed bring-up of various STM32 based product prototypes. *(C)*
- ◆ Other generalist duties include work with Android, BlackBerry 10, and various internal infrastructure and tooling. *(C/C++, Java, Python)*

2012 - 2013

Applications Software Developer, BlackBerry, Waterloo ON

- ◆ Various maintenance and feature development tasks for the Music, Videos, and Pictures applications for the BlackBerry 10 system software. *(C++, Qt)*

2009 - 2012

Embedded Systems Software Developer, Research In Motion, Waterloo ON

- ◆ Various maintenance and feature development pertaining to RAM, oneNAND, SD Card/MMC, and FAT File System.
- ◆ Responsibilities included memory drivers and tools for the secure boot loader, the proprietary RTOS, and various manufacturing and debugging tools used internally.

Education **2006 – 2010**

Software Engineering Technology (OAD), Conestoga College ITAL, Kitchener ON

- ◆ Completed (3.7/4.0 GPA)