Details

Newport, United Kingdom
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Ryan Maule

Accomplished Android developer with 2 years industry experience. Offers excellent communication and good judgment to effectively meet team needs. Proactive planner and problem solver.

Employment History

Freelance Developer

October 2023 – Current

- Designing game screens in Figma.
- Asset sourcing and creation.
- Creating game scripts in C# and the Unity game engine.
- Testing and refining gameplay elements.
- Designing with scalability and future advancements in mind.
- Implementing Unity ads for game monetization.
- Android Realm database integration.
- Android ad integration (admob).

Android Developer at Phonehub, Norwich

August 2021 – September 2023

- Predominantly worked with Kotlin with some uses of Java and XML.
- Worked with technologies such as caching, token handling, API handling, face detection and video calls.
- Collaborated with team members to design/develop features to be implemented into applications.
- Manually migrated Java code into Kotlin, ensuring functionality went unchanged.
- Produced graphics and layouts with strong GUI design and user interaction knowledge.
- Built, tested and deployed android applications.
- Preemptively adjusted code sections to account for upcoming Android updates.
- Used Figma to prototype front end designs and amend existing screens following in house/user feedback.
- Communicated with the other native app team (iOS) to ensure cohesion across updates.
- Utilized git for version control to streamline code quality.
- Oversaw new feature updates to existing software systems to add functionality.

Education

DipHE, University of East Anglia, Norwich | Computer Science

September 2017 – July 2021

BTEC, West Suffolk College, Bury St Edmunds | Computing and Digital Technology

September 2015 – July 2016

Certifications

Google, Coursera

January 2023 – February 2023

- Foundations of User Experience (UX) Design
- Build Wireframes and Low-Fidelity Prototypes
- Conduct UX Research and Test Early Concepts
- Create High-Fidelity Designs and Prototypes in Figma

Skills

- Communication
- Working in teams
- Problem solving
- Autonomous working
- Working within time constraints
- Bug resolution
- Android development
- Java

- Android
- UI
- Kotlin
- Git
- C#
- Figma
- Unity
- XML