

Steve Caires

Senior Mobile Software Engineer
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Technologies

Programming: Java, Objective-C, C++, C

Scripting: Python, Lua, Javascript, Ruby

Platforms: iOS 8, Android 5.0, Ruby on Rails

Libraries: Dagger, Wire, Robotium, JUnit, Pro/Dexguard, Mapsforge, Route-Me, OpenStreetMap

Version Control: SVN, Git

Mapping: Mapnik, Tilemill, Openstreetmap

Other: Feature Design, Documentation, Prototyping, Debugging, Agile Development, Statistical Analysis

Professional Experience

Senior Engineer, Android @ Applauze (San Francisco, CA)

Jun 2014 - Current

Projects: Applauze

- Architected Applauze as a modular application using dependency injection (Dagger)
- Streamlined development using continuous integration (Gradle, Snap), and obfuscation (Dexguard)
- Incorporated automated testing of headless client (JUnit) and limited integration testing (Robotium)
- Developed a non-linear scrolling list, resizing cells dynamically to create a unique “revealing” effect
- Efficiently designed the app to adapt itself seamlessly for both phones and tablets
- Collaborated with remote design team to adapt iOS designs for Android devices and patterns

Principal Mobile Engineer, Android and iOS @ Healthtap (Palo Alto, CA)

Oct 2013 - Mar 2014

Projects: TalkToDocs, Healthtap

- Architected the initial Healthtap 3.0 application rewrite for iOS and Android
- Prototyped real-time video and text chat and integrated them into Healthtap
- Managed remote team to speed product development during weekly Agile sprints
- Designed UI and APIs to meet detailed specifications from Design and Product teams
- Helped the Server team design APIs to be extensible and reliable across web and mobile clients
- Developed comprehensive regression test plans with the QA team

Software Engineer @ Red Robot Labs (Mountain View, CA)

2011 - 2013

Projects: Life is Crime, Life is Magic, Flrst for Gamers

- Prototyped, designed and implemented client and server features for Android/iOS games and apps
- Built client UI (Android, iOS), wrote client-server APIs (Protocol Buffers, Rails), and modified and integrated third party open source libraries (Mapsforge, Route-Me, Wire)
- Optimized mapping implementation for memory usage, network traffic, performance, and caching
- Produced worldwide map tiles using Mapnik and Tilemill to artistic specifications using open source geographical data (OpenStreetMap).
- Worked with UI designers and artists to perfect the look and feel of the products

Gameplay Programmer @ Acony Games (Villingen-Schwenningen, Germany)

2004 - 2005

Project: Bullet Run

- Wrote real time networked client and server gameplay code in C++ and Lua
- Made the game fun by improving fairness and gameplay based on feedback and analytics

Education

BA, Computer Science

University of California, Berkeley, 2010