**Steve Caires**

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| Senior Mobile Software Engineer | 415.225.4720 | **steve.caires@gmail.com** |
| Sunnyvale, CA | stevecc.com | [*https://github.com/scaires*](https://github.com/scaires) |

**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, F!rst 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-Schwennigen, 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