

Shane Rudolf

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Portfolio: <https://shanerudolfworktive.github.io/portfolio/>

Seasoned Android and iOS Developer

A seasoned mobile developer offering more than five years' experience designing, implementing, integrating, testing and releasing impactful applications developed in diverse, collaborative environments for mobile devices in Android & iOS platform.

Android Development

GCM – sending remote push notification.

Crashlytics – monitor consumers' usage and bug report.

Fabric / HockeyApp – deliver apps to testers and customers. It is similar to Play Store.

Location Based Service – track user's location.

Git/SVN – source control.

Tower – a Git IDE with GitFlow.

Google Map – display locations.

Broadcast Receiver – get notifications from Android system.

Emulator – test wild range of screen size and resolutions.

SQL3 / Realm – design and store relational data.

Volley Lib – for REST (and similar) service integration.

kSOAP2 – for SOAP service communication.

Testing Framework – create unit test, UI test, performance test to ensure app quality and stability.

Fragments – dynamic UI to supports wide variety of screen size and resolution.

GSON – easy marshaling and unmarshaling JSON.

Gradle – manage dependencies and library integration.

MAT – memory profiling and tracking.

Butterknife – dependency injection. Easier than findViewById().

Dagger 2 – dependency injection for MVP pattern design.

Robotium – write automation test.

Eclipse/Android Studio – for all Android development.

Monkey – random UI testing to find corner cases.

Exoplayer – stream HLS videos.

Vitamo Lib – stream RTMP videos.

BLE – pair and communicate with hardware devices.

Java – primary language to develop Android apps.

iOS Development

Core Data / Realm – design and store relational data.

AFNetworking – use for low-level network calls.

RestKit – for REST service integration.

ARC – memory management.

CoreLocation, MapKit – native iOS map to show user locations.

SpriteKit – native iOS kit to develop games.

AutoLayout/Adaptive

Layout – dynamic GUI to support different screen size.

XCTest – create unit test, UI test, performance test to ensure app quality and stability.

GCD/NSOperation – multi-threads to boost performance.

Push Notification – remote notifications to keep user informed.

Alcatraz – package manager for Xcode.

PaintCode– A GUI tool to draw and generate Core Graphic codes.

QuartzCodeApp– A GUI tool to animate and generate Core Animation codes.

Objective-C / Swift – classic and modern language to develop iOS app.

FireBase – real time remote database using socket io.

AutoLayout/Adaptive Layout – dealing with

difference screen size and orientations.

AVFoundation – low level audio, video, and animation process.

BugSee – Video record for easier bug reproduce from test users.

Other Languages

Javascript
jQuery
Cordova
AJAX

HTML5
CSS
PHP
AngularJS

Ionic Framework
Cocos2d
Lua
C++

Professional Experience

DogTownMedia/Google/VersaMe, Lead Android and iOS Developer. (Remote) Feb 2016 – Jan 2017

- Lead and develop Google and VersaMe projects using agile methodology involving planning, requirements gathering, estimating, developing, testing, and releasing.
- Design and architect application using advanced MVC patterns.
- Relational database design using Realm
- Performance tuning using advanced caching mechanisms.
- Integrate Google GCM and Apple Push Notifications to keep user updated.
- Integrate Aply real time web service.
- Memory Profiling to monitor memory usage and catch leaks.
- Integrate JavaScript layer to translate messages for cross platform benefits.
- Use v7 support Material Design to enhance User Experience.
- Write tests using Android Testing Support Libs to ensure application quality.
- Design documentations with UML diagram to meet Google's requirements.

Razer Inc. Lead Android & iOS Developer.

February 2015 – February 2016

- Lead and develop multiple projects from scratch using agile methodology involving planning, requirements gathering, estimating, developing, testing, and releasing.
- Hardware integration through BLE, Network Access Point, and Wi-Fi Direct.
- Design and architect application using advanced patterns such as MVC and MVP.
- Build dynamic and custom animations to improve navigation flow and user experience.
- Integrate live stream videos with YouTube and Twitch.
- Create local and remote push notifications to keep user well informed with their wearable devices.
- Data persistent using SQL, XML, and JSON.
- Performance tuning and memory profiling to ensure product quality.

- Build Cross platform development using Cordova.
- Fully integrate native Android/iOS API to ensure top performance.

SIMBiosys/Verizon-Telematics, Android Developer

April 2014 – January 2015

- Develop high performance Android application to allow users remotely control their Mercedes-Benz vehicle.
- Develop Test Cases, Test Procedures and Scenarios to test system against defined requirements.
- Integrate GCM push notification to keep user updated.
- Design, architect, and build mock service for testing.
- Integrate Google map (AutoNavi map for China) to keep track of user's vehicle.
- Create session management to provide convenience and secure login.
- Performance tuning and memory profiling to ensure product quality.
- Integrate Volley Library to handle Restful network communication.
- JSON and XML Marshalling and Unmarshalling.
- Build and Maintain API Documentation using UML diagram and HTML for web page.
- Refactor and maintain existing codebase.

SIMBiosys Mobile Solutions Inc. Mobile Application Developer

July 2012 – March 2014

- Consult for multiple clients to develop consumer-facing products, which fully utilized the fast growing mobile market.
- Integrate client's IceCast API to play radio and display on air information.
- Create XSPF parser to extract song metadata.
- Develop schedule and promotion features to help customers keep track of salon usage.
- Allow users to create account through Facebook and Gmail account.
- Implemented Gallery View to display available coupons.

Idle Games Inc. Mobile Game Developer

July 2011 – December 2011

- Using lua script on top of cocos2d to build cross-platform real time game.
- Implement Facebook login feature.
- Implement In-App-Purchase for both iOS and Android platform.
- Fix bugs, trace down errors, test, and maintain the code bases.
- Integrate remote analytical tools.

Education:

Capella University

Minneapolis, MN 55402

B.S. Information Technology with Mobile Development

Qualification:

Oracle Certified Professional, Java SE 6 Programmer.

Oracle Certified Professional, MySQL 5 Developer.