

# Shane Rudolf

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

Co-founder of Ai Nature

## Seasoned Android and iOS Developer

A seasoned mobile developer offering more than six 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.

**Vitamio Lib** – stream RTMP videos.

**BLE** – pair and communicate with hardware devices.

**Java** – primary language to develop Android apps.

**Firebase** – real time remote database using socket io.

**rxJava** – functional programming and composition in Java.

**CircleCI** – Automatic integration system.

**ReactJS** – Efficient and flexible Javascript Library for building HTML UI.

**Kotlin** – A concise, expressive and robust new programming language for Android Development.

**Xamarin/C#** – Cross-platform IDE (Visual Studio) for building Android and iOS native App using C# .

### 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.  
**Xamarin/C#** – Cross-platform IDE (Visual Studio) for building Android and iOS native App using C# .

## Backend Development

**NodeJS** – Fast and Scalable real time.  
**MongoDB** – document oriented disk storage.  
**Bcrypt** – encrypt user sensitive data.  
**Mocha** – powerful and flexible JavaScript testing framework.  
**Http Proxy** – load balance requests.

**Express** – web application framework build on top of NodeJS.  
**PostgreSQL** – relational database.  
**Axon**– socket.io for real time web communication.  
**Bluebird** – promises to maintain clean asynchronous code.  
**Redis** – key value in-memory cache.

**Passport** – Create authentication APIs.  
**FireBase** – real time remote database using socket io.  
**Heroku** – a Simple cloud platform to distribute web service.  
**Cassandra** – Column based NoSQL.  
**CoffeeScript** – Concise and expressive language that compiles into Javascript.

## Other Languages

jQuery  
Cordova  
AJAX  
HTML5

CSS  
PHP  
AngularJS  
Ionic Framework

Cocos2d  
Lua  
C++  
C#

## Professional Experience

**CyberCoders - Google/VersaMe, Lead Android and iOS Developer. (Remote)      Feb 2016 – Jan 2018**

- 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 Ably real time web service.
- Memory Profiling to monitor memory usage and catch leaks.
- Using WebView to create a JavaScript layer for cross platform communication.
- 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.
- Integrate Discourse forum for user to discuss ideas in our environments.
- Use data-binding for clean and robust codes.
- Practice using RxJava for functional programming and composition in Java.
- Automatic Integration using CircleCI to distribute to HockeyApp.
- Prototype new features using ReactJS.
- Experiment the concise and robustly feature of Kotlin Language.
- Develop new APIs in Firebase using NodeJS.
- Architect Mvvm pattern using MvvmCross.
- Implement in-app-billing.
- Identifying various security issues in the app.
- Creating customizable Views.
- Building cross platform apps using Xamarin and C#.

**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**

**January 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. Android Developer Freelancer**

**July 2012 – January 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 Intern**

**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.**