

SKILLS

Core Languages: Kotlin, Java, JavaScript (Node.JS)

Exposed Languages: Swift, Python

Libraries/Platforms: Retrofit2, RxJava2, Mockito, JUnit, React, Android TV, AWS, GCP, MVP

WORK EXPERIENCE

AGILE SOFTWARE ENGINEER at [TribalScale](#), Nov. 2016 - Feb. 2019

- Projects are built with Kotlin unless otherwise stated.
- Developed and maintained iHeartRadio's OTT experiences for FireTV & AndroidTV. Both have a 4.0+ rating on their respective app stores.
- Led a team that built an award winning, voice-driven Android Auto app for Honda Innovations. Honda DreamDrive was debuted at CES 2019.
- Rapidly constructed a chat application which was used at TedX Toronto for conference networking.
- Created an educational math game using React, Lambda, DyanmoDB, API Gateway & Node.JS.
- Built voice skills for Google Assistant & Alexa, using Firebase, AWS & Node.JS.
- Paired directly with AAA Android engineers to ship major updates to their mobile application.
- Trained in the practices of Extreme Programming (XP) and Test Driven Development (TDD).
- Led workshops establishing the effectiveness of test driven development with Mockito.

ANDROID APPLICATION DEVELOPER at [FoxTales](#), Dec. 2015 - Sept. 2016

- Constructed a roadmap for migrating the company's tech stack from .NET to Android.
- Used Java to develop a photo capture framework for use in branded media applications.

LEAD DEVELOPER at [Apmatrix](#), July 2013 - July 2015

- Shipped monthly updates to Android, iOS and Unity SDKs.
- Overhauled SDK push notification functionality to enhance ease of use and usability.

AWARDS

1st Place - LA Auto Hackathon - GM OrderNow [Pitch Video](#) 2018

Best Demo Award - Honda R&D 2018

EDUCATION

Computer Science: Game Design BS @ University of California Santa Cruz 2008-2013