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# John Bono

## Android Engineer

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## SKILLS

<b>Android:</b>	Android SDK / NDK, Kotlin, Java, Gradle, XML, SQL
<b>Libraries:</b>	RxJava, Dagger 2, Retrofit, Moshi, Glide, OpenCV
<b>Cloud:</b>	Spring Boot, Docker, AWS, Google Cloud Platform, Firebase
<b>Additional:</b>	C++, C#, Unity, Python, Django, JS, React, Swift

## WORK

**Affirm** San Francisco, CA - *Senior Software Engineer - Android, Nov 2020 - Present*

- Draft RFCs and tech specs for major features including estimations and scoping
- Implement and maintain features, delegate tasks and mentor junior engineers
- Manage build release cycles, monitor beta to prod rollout, hotfix and triage on call

**DoorDash** San Francisco, CA - *Software Engineer - Android, Sep 2019 - Nov 2020*

- Integrated third party in app navigation library modularly for easy replacement
- Created tools to increase developer velocity and decrease manual testing time
- Refactored codebase from MVP RxJava to MVVM with Kotlin coroutines

**R3PI** Dallas, TX - *Android Engineer, Aug 2017 - Sep 2019*

- Developed mobile and web clients for commercial trucking and automotive fleet management including telematics based routing and navigation, document scanning and signing, vehicle inspections, and battery health monitoring
- Interfaced with in house and third party hardware bluetooth and BLE devices
- Architected, built, configured, and deployed secure REST API microservices

## PLAY

**Third Eye: Augmented Reality Exploration** - [Download Third Eye on Google Play](#)

- Created custom AR camera overlay views to display nearby locations in real time
- Fused sensor data with Google Play APIs to bind information to real world objects

## LEARN

**Udacity** - *Android Developer Nanodegree, 2017*

**University of Florida** - *Software Engineering, 2002*