**KALYXTHUS UTSALO**

**Atlanta, GA**

 Tony@mirthconsulting.net

 (312) 428-5615

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# SKILLS SUMMARY:

* 6 years of diverse experience in mobile software development, web solutions and desktop software development.
* 5 years of experience in Android application development with Android SDK.
* 5 years of Java experience.
* 2+ years Kotlin experience.
* 3+ years React Native experience
* Complete understanding of System Development Life Cycle (SDLC) for applications (using Agile or waterfall models) and understanding of business rules.
* Experienced in Object Oriented Programming concepts and implementation using Java.
* Experience writing, Transactional SQL
* Database administration including installation, configuration, backup and recovery in managing clusters of SQL servers
* Strived for elegance and simplicity in code while focusing on code quality, scalability, readability and standards compliance.
* Deep knowledge of Android core components
* Extensive knowledge designing and developing adaptive UI components for Android phones with different screen resolutions.
* Extensive experience designing custom UI based on wire-frames in xml/Java, worked with Activities, fragments, custom layouts (like Relative, Linear, Frame, Constraint, Grid, Table), custom themes, list views, widgets, action bars, animation, dialogs and notifications.
* Experienced in integrating Google API’s and other third party API’s such as Instagram API, Weather Underground API, RxAndroid, RxJava, Retrofit API, OkHttp API, Firebase (Storage, OAuth, Database, Cloud functions).
* Integrated Crashlytics, Hockey-App to track application crashes and get user statistics in real-time.
* Used Image fetching libraries like Glide, Picasso, Volley and so on with custom transformations and effects to fetch and display images.
* Hands on experience with Gradle, creating build variants from different build types and flavors, creating custom tasks, enabling and disabling features from Gradle.
* Hands on experience debugging an app in android studio.
* Tracked memory leaks using Memory Analyzer tool (MAT) in android studio.
* Deep understanding on how to prevent memory leaks and ANR in Android.
* Hands on experience creating and consuming REST based web services.
* Hands on experience with parsing JSON data manually or using standard json serialization/deserialization libraries like Jackson, Gson and Moshi.
* Hands on experience implementing multithreading/concurrency in Android using 3rd party solutions like RxJava and android components like Service, AsyncTask, IntentService, thread and handler and communicating with the UI Thread.
* Strong knowledge in architecting android applications from the ground up using various architectures such as MVC, MVP with key emphasis on code quality, separation of concerns, preventing memory leaks, code reusability and scaling, all while fully and effectively utilizing android framework components.
* Excellent debugging and problem solving skills.
* Adept at quickly adapting to new environments, new technologies and facing new challenges.
* Knowledgeable of SVN and code reviews using Github.
* Good team player, good design skills and excellent learning skills.
* Strong leadership, communication, collaboration critical thinking, logic and high math skills
* Keen on programming languages and Information Technology innovation.
* Multitask – oriented with strong competitive drive and work ethic to succeed.
* Good team player, good UI design skills and excellent learning skills.
* Familiar with UI mocks/wireframes/asset design using Sketch.

**WORK EXPERIENCE:**

**Client: Tech Mahindra LLC July 2020 – Current**

**Project: My Account Multi-Apps**

# Role: Senior Android Developer

**Roles and Responsibilities:**

* Performed the Low and high-level design of new app features to ensure scalability, easy maintenance and portability.
* Worked on integrating Braintree Payment into the apps.
* Developed UI’s screens for new payment methods.

**Environment, tools, languages and technologies used:** Android Studio, Source-tree, Git, Android SDKs, Java, Postman Restful API Client, Zeplin, Firebase.

# Client: Accuweather, Remote January 2020 – March 2020

# Project: Project Phoenix App

**Role: Senior Android Engineer**

# Description:

Accu weather app exists to bring latest and most recent weather updates news and live updates to users. This project is for the mobile app unification for iOS and Android OS.

# Roles and Responsibilities:

* Performed the Low and high-level design of new app features to ensure scalability, easy maintenance and portability.
* Designed and developed various custom UI components, with custom functionalities and animations while conforming to material design standards.
* Worked on On-boaring flow
* Integrated FRC into the project

**Environment**: tools, languages and technologies used: Android Studio, Source-tree, Git, Android SDKs, Java, Kotlin, Postman Restful API Client, Zeplin, Firebase.

# Client: Winners Chapel Int’l, GA September 2019 – January 2020

#  Project: Winners Atlanta App

**Role: Software Engineer**

# Description:

The WCIGA app is a church-based app to help members connect, watch live videos and past videos, also to give and many more features.

**Google Play Store Link**: [**https://play.google.com/store/apps/details?id=com.uitechhub.wciga**](https://play.google.com/store/apps/details?id=com.uitechhub.wciga)

**Client: Cox Auto Inc, Peachtree Dunwoody, GA July 2018 – October 2019**

 **Project: Manheim Beta App**

# Role: Senior Software Engineer

**Description:**

Cox Auto’s Manheim App is a portal app to other products and services currently owned and operated by Cox Auto that aims to serve the full vehicle life-cycle of cars from listing to auction and after Auction. The app currently supports native functionalities such as Vin Scan, Push notification, Geolocation. Due to the nature of Cox’s Auto services ecosystem, certain functionalities in the app are handled by a webview that loads a web app already supporting such functionality. Today the current Manheim App simply serves most of its functionalities through a webview, but the business has leaned heavily towards a more native experience, starting with the beta app.

# Roles and Responsibilities:

* Performed the Low and high-level design of new app features to ensure scalability, easy maintenance and portability.
* Implemented Push notification functionality to get real-time transaction notifications using Google’s Firebase cloud messaging.
* Implement in-app navigation using WIX react-navigation V1 or V2 library.
* Used Realm Database ORM on the client side to persist data to SQLite DB, also used Sequelize DB on BFF to persist user specific data to MySQL DB.
* Troubleshooting, fixing and solving production related bugs and issues for beta and current app in production and also handle deployments to play-store.
* Used Crashlytics and HockeyApp, New relic, to track and fix application crashes.
* Used Jenkins to handle CI work and deployments to Hockey-App and Test flight.
* Used Gradle for creating build variants and custom tasks, enabling and disabling features from Gradle.
* Used Proguard for code shrinking, optimization and obfuscation.
* Tracked memory leaks using Memory Analyzer tool (MAT) in android studio.
* Used Model-view-Presenter (MVP) design pattern for entire project.
* Used multi-threading to implement parallel processing using Async-task, threads and handlers.
* Designed and developed various custom UI components,with custom functionalities and animations while conforming to material design standards.
* Familiar with React-Native’s default components such as View, Image, Text, TouchableOpacity, TouchableHighlight, FlatList, ScrollView, Button and also very experienced in building out complex components individually either as stateful or stateless components.
* Worked with React-Native’s default components such as View, Image, Text, TouchableOpacity, TouchableHighlight, FlatList, ScrollView, Button and also very experienced in building out complex components individually either as stateful or stateless components.
* Consumed restful API’s while striving to implement an accurate business logic on BFF middleware layer, thereby abstracting business logic from client side code.
* Performed unit testing using jest and fetchmock..
* Expert knowledge of IntelliJ and Android studio tools and plugins.
* Ensured delivery of code and product in timely fashion while conforming to client requirements.
* Use Rally for project management, task/bug/defect tracking with Agile SDLC methodology.
* Mentored junior developers and performed code review for Pull requests
* Researched technical issues and provided recommendations to business.
* Knowledgeable of SVN and code reviews using Bitbucket, Git, Github..

# Google Play Store Link :

<https://play.google.com/store/apps/details?id=com.manheim.mobile&pageId=none>

**Environment, tools, languages and technologies used:** IntelliJ, Visual Studio Code, Android Studio, xcode, Source-tree, Git, Rally, Android SDKs, Java, Kotlin, Javascript, Redux, Postman Restful API Client, Swagger, MySQL, Realm, Sequelize,

# Client: DYNAMITE WORLD June ‘18 – September ‘18

**Project: DYNAMITE HAIR AND CLOTHING WEBSITE**

# Role: Lead Web Developer

**Responsibilities:**

* Maintaining both websites for the business
* Worked with other developer to update and change views and products
* Worked closely with management to come up with solutions for smoother rendering of webpages
* Worked on merging both local website and en website into a single website.
* Responsible for updating product availability.
* Updated display on homepage and other pages for easier use.

**Website:** [**https://www.dynamiteworld.com/en/**](https://www.dynamiteworld.com/en/)

**Client: BBVA Compass, Birmingham, AL March ‘17 – July‘18**

# Project: BBVA Compass Banking App

# Role: Lead Android Developer

**Description:** BBVA Compass Banking application is a Native Android application developed for BBVA Compass. The users of this application fall into two different categories, Consumers and Non-consumers (small businesses). The current application is a two in one application and as such has an even complex set of requirements in order to support its users. Currently, Users can keep track of account balances and transactions, make Internal, external and international transfers, pay bills, activate credit cards, receive real-time alerts, find nearest banks or ATM’s, customize the application to tailor their needs as well as request any kind of Assistance from customer care all within the app.

# Roles and Responsibilities: This unique project had a development team working remotely from Texas to Madrid. One of my main roles as the Lead Android Developer was to give direct (as far architecture and technologies used) and co-ordinate all members of the team to ensure on time delivery of quality code and desired functionality to the client. As the only on-site developer I was responsible for ensuring the deployment of the app was as seamless as possible and was also on call for any type of emergency deployments. In addition also, I had the following responsibilities outlined below.

* Performed the Low and high-level design of the app to ensure scalability, easy maintenance and portability.
* Developed the Find Us module of the application using google maps API, which helps users find the closest Bank or ATM.
* Developed the Deposits module of the app making it possible to make check deposits and bill payments by simply taking a picture of each document from the app.
* Ensured integrity of data collected by encrypting user data using standard encryption techniques.
* Implemented Push notification functionality to get real-time transaction notifications using Google cloud messaging, Intent Service, Instance ID Listener Service.
* Troubleshooting, fixing and solving production related bugs and issues respectively.
* Performed app security reviews using Veracode.
* Used Crashlytics to track and fix application crashes.
* Used Gradle for creating build variants and custom tasks, enabling and disabling features and also fetching properties from a remote server during build cycle using pipelines.
* Deep understanding of SQLite implementation and ORM’s (like Realm and GreenDAO) to persist data on device, as well as other methods of persisting data on Android.
* Tracked memory leaks using Memory Analyzer tool (MAT) in android studio.
* Used Model view Presenter (MVP) design pattern for entire project.
* Used RxJava multi-threading to implement parallel processing also capable of using IntentService, Service, AsyncTask, threads and handlers.
* Handled code reviews using Stash and merged pull requests.
* Mentored other junior developers on the team whenever possible • Met key product/business owners to define and document requirements.
* Designed and developed custom UI widgets.
* Used Activities, fragments, dialogs, and custom widgets to create dynamic UI.
* Used Picasso image library for image fetching and loading.
* Used Google GSON library for Gson parsing.
* Utilized web-services (XML, SOAP, JSON), in order to tie our applications to critical server-side API’s.
* Consumed Restful web services and populated UI with data from such services.
* Generating APK for Kindle and .bar for Blackberry from existing source code.
* Expert knowledge of Android studio tools and plugins.
* Delivering product in timely fashion while conforming to client requirements.
* Used Jira for project management, task/bug/issue tracking with Agile methodology.
* Mentored junior developers and performed code review on base code.
* Researched technical issues and provided recommendations.
* Knowledgeable of SVN and code reviews using Bitbucket, Git, Github.

**Google Play Store Link**: <https://play.google.com/store/apps/details?id=com.bbva.compassBuzz>

**Environment, tools and Technologies used:** Eclipse, Android Studio, Junit, Source tree, Atlassian Jira, Android SDK , Java, C/C++, Restful API.

**Client: The TechEdge Group, GA Feb ‘18 to March ‘19**

**Project: Tech Edge**

**Role: Android Developer**

# Responsibilities:

* Developed Android Activities, Fragments and display modes.
* Designing the user screens with Android UI design (including custom views).
* Implemented web views, list views & populated lists to display the lists from database using simple adapters.
* Handle network call with OKHTTP and parse data using GSON Library.
* Worked with ButterKnife, Font Awesome, Gson.

**Environment:** Android SDK, Android Studio, JSON, Restful API.

# Client: GrubMarket, San Francisco, CA Jan’15 - Jan’17

#  Project: GrubMarket - Order farm products

**Role: Android Developer**

# Description:

GrubMarket is a mobile application developed to order local farms product in the Bay Area and nationwide.

# Responsibilities:

* Responsible for developing Android Activities, Fragments and display modes.
* Implemented web views, list views & populated lists to display the lists from database using simple adapters.
* Responsible for designing the user screens with Android UI design (including custom views).
* Worked with ButterKnife, Font Awesome, Gson.
* Handle network call with OKHTTP and parse data using GSON Library.
* Implemented CardViews and RecyclerViews
* Customized views and layouts
* Worked closely with designing the design team in getting the screens, app icons and image assets.
* Implemented customized web view component to load HTML data.
* Responsible for working with REST Web services and JSON data parsing

**Environment:** Android SDK, Android Studio, JSON, Restful API.

**Project Link**: <https://play.google.com/store/apps/details?id=com.grubmarket>

**EDUCATION:**

Covenant University (Bachelors Degree in Computer Science) 2013