**Matthew Boyer**

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**Summary of Qualifications**

* Software Engineer and Business Technologist, specializing on the Android platform, responsive web, and open source with over 10 years of experience, hundreds of projects and clients.
* Can create and steer mobile business strategies and positively impact success in varied industries.
* Takes charge of projects, issues, and their outcomes. Jumps right in and gets things done with an extremely high rate of productivity. Always willing to stop at any moment to help someone out with anything or work through an issue together.
* Enjoys coaching and helping others. Outgoing and takes ownership of projects while focusing on quality.
* Experience managing and leading projects with small teams as well as solo development.
* Leaves ego at the door and able to compromise and work with any personality or engineering style so every team member can equally contribute and have ownership.
* Experienced in working with stakeholders of all levels and deriving requirements that best serve users & business goals.
* Flexible fit, able to lead from the front and direct others or support the team by knocking out work items and following a set plan.
* Project Management, knows how to manage a software project from start to end. From design and scope of features, complete sprint planning, research implementations, and planning implementation and breakup of the actual tasks.
* UX and Design, well versed in strategies to develop a pleasant user experience and design the look/feel as well as the software behind it.
* Willing and Able to jump into any technology and contribute, regardless of specific previous knowledge or experience.
* Knows how to run a project so that tech debt can be resolved and prevented, and give other engineers ample time to really focus on new features or implementations.
* Knows when and when not, to use patterns and algorithms on mobile and what are actual mobile appropriate patterns to use.

**TECHNOLOGY SKILL SET**

* **Languages/Technologies:**

Java, Java for Android, HTML5/CSS3, minor JavaScript, Spring web framework (web apps & services)**,** PHP, MySQL, MongoDB, SQLite, C#. .net, asp & aspx, SASS, Robotium/Appium/Selenium, JUnit

* **Software/Environments :** Eclipse, Android Studio, Gradle, Maven, some Jenkins, Visual Studio, Windows/Linux/Mac OS
* **Processes/Patterns:** Standard Android Life-cycle, Rx-Java/Android, various mobile patterns and architectures, CI/CD, Automation

**PROFESSIONAL EXPERIENCE HIGHLIGHTS**

**AlertSense** Boise, ID

Android Engineer, short term March 2017 – June 2017

* Performed daily tasks of updating project, reviewing code, and project meetings. Also completing various tasks and keeping the board clear of issues so real feature/tech debt work could be completed.
* Achieved enormous productivity of completing tasks at a 10/1 ratio of other developers.
* Followed technical lead’s plan of converting project to MVP/Reactive, which I then analyzed the project and designed a complete refactor initiative to accomplish this and obtained buy-off from stakeholders.
* Fixed severe application issues that resulted in the company retaining their top client, Hilton. These resolved issues also had a major factor in the selling tactics to other potential clients. Prior, the app did not function without severe crashing or freezing, and after my implementation of standard mobile practices and patterns they began using the actual app on device to demo. Prior, they had to sell without the app and use a mocked up wire frame presentation.
* Worked with tech lead to discuss project changes, and why certain things needed done, and then prioritized these tasks.
* Scoped out and designed full localization for the application, working with server and iOS counterparts.
* Identified and resolved severe memory leaks.
* Responsible for fixing and making usable the entire chat functionality. Did so by working around issues related to the Layer SDK by substituting custom code for the SDK’s and implementing per-optimizations to the chat process to account for Layer’s limitations.
* Planned out an Automation initiative to help find and prevent release of bugs, to be incorporated into the development cycle and testing on multiple Android versions and emulators. Researched Appium/Robotium for our use cases. Not prioritized.
* Volunteered to take charge of security, due to several outside hacks into the AlertSense systems. Suggested resolutions and employee certification training to not only comply with business certifications which could be lost, but prevent future issues through increased engineering skill set and knowledge. Not prioritized.

**Aim Consulting at Starbucks** Seattle, WA

Senior Android Engineer, Contract July 2016 – November 2016

* Added over 30 configurations of Deep Links to the app, both normal deep linking and mixing of Branch.io Marketing links. Utilized a Router class to forward to the appropriate app section.
* Added new Expiration card to the dashboard stream for when rewards were expiring, worked with a faulty API, design team member to figure out a flexible implementation to account for language changes.
* Resolved serious threading issues involving Volley, allowing download and caching of images to be handled faster and without crashing errors that were present prior. (an improvement of 50% load time by utilizing the normal bitmap.options method and fixing faulty cache logic)
* Resolved and fixed numerous existing bugs existing in app working with QA team members, taking tickets in prioritized order to resolve as many issues as possible in each release.
* Participated in team meetings offering insights into direction of app and architecture. Making contributions when acceptable and appropriate.
* Performed all work as desired and assigned while working with QA and PMs for individual tasks.

**Advantis for Vizio** Seattle, WA

Lead Android Engineer, Contract December 2015 – July 2016

* Implement Cast (Chrome-cast) features for content partners in compliance with Smart TV specs.
* Troubleshooting issues, bugs, and memory and performance concerns.
* Creation of in-store demo application that auto-updates content to show off new Smart TV products to consumers.
* Implemented Serial connection flow for Store Assistant application that allows talking to the Smart TV directly.
* Enforcement of Android & Mobile best practices.
* Interviewing potential candidates for my team.
* Assist other engineers with various issues and understanding of Cast technology

**SAIC for US Army at Ft Knox** Ft Knox, KY

Senior Engineer December 2014 – November 2015

* Automation testing of a Spring web-app for defects using application from a user perspective.
* Resolving defects and integrating fixes into code base.
* Implementing new features and modification of existing.
* Investigating and identifying coding and architectural issues within the application. Making recommendations for their resolution to the proper chain of command.
* Cloned functionality of a legacy SOAP service that utilized LDAP to access user records, without a proper WSDL or Schema.
* Implemented an automation suite for regression and UI testing which found many defects otherwise missed and prevented many defects from exiting with builds.
* Started a refactoring initiative of the main project to increase test coverage, improve code structure and architecture, and increase performance.
* Led a charge to implement better engineering practices and tool sets to increase developer code quality and productivity.

**Deloitte Digital** Denver, CO

Senior Android Engineering Consultant November 2013 – August 2014

**Responsibilities:**

* Assisted Engagement Managers in project pursuits and technological recommendations for clients.
* Prototyping demonstration apps for project pursuits.
* Closely working with Design, UX, and QA personnel to create high quality user-focused applications.
* Coaching of Jr level developers new to the consulting field, assisting others in gaining expertise in Android development and best engineering practices for mobile, including testing tools such as Robotium.
* Assist in leading of projects, running sprints, and organizing team data and documentation for project handovers to delivery teams.
* Assisted Engagement Managers in working with clients, addressing concerns and giving options for business solutions.
* Led three projects to successful completion and hand-off to clients.
* Learned development for Google Glass, Wear, and general wearable technology.
* Architected a complete solution for a client project and performed successful hand off to other internal developers for implementation.
* Engineered Android applications supporting versions 4.0.3 – 4.4, and adhering to Android best practices for quality.
* Delivered custom, unique solutions to inspired design requirements and problem domains.
* Acted as a User advocate, helping to deliver the best user experience possible.

**Experis at Amazon GameCircle** Seattle, WA

Android Software Engineer and Automation Engineer, Contract February 2013 – June 2013

**Responsibilities:**

* As a solo developer, ported the existing GameCircle library application to the newly announced Kindle Fire 3D phone. Implemented the new 3D interface and Peek/Tilt functionality for future development by the core team.
* While porting, improved the performance of the application in terms of speed & stability by 75% of original benchmarks.
* Implemented Amazon custom UI views and found unique solutions for the project within the tight time constraints.
* Implemented and refactored code-base to proper Android mobile practices, cleaning up the code and making it readable.
* Ported GameCircle library application for Kindles HDX series devices and OS. Resolved potential issues from the porting.
* Revised & updated features to align with other changing Kindle technologies for tablets using their in-house SDK.
* Implemented a working mockup of the new HTML5 GameCircle library for Android & IOS.
* Assisted in finishing a testing framework, responsible for general UI Automation testing and fine tuning the framework, improving running capability and framework success by 50%.
* Designed and implemented a QA Stability UI automation stress test suite & a custom Java desktop application for the QA team to be run on Linux/Windows. This was responsible for creating conditions to find and pinpoint many memory leaks and other issues on emulated & physical devices for the GameCircle library.
* My Java program assisted non-technical QA personnel and allowed easier and repeatable use of the Testing & UI Automation framework. Also making obtaining human readable results with failure messages and screenshots of the failures, simpler and quicker than their previous process. This freed up more of their time to focus on other edge cases for all the new features being implemented to GameCircle.
* Assisted with many Android specific issues, troubleshooting bugs and pinpointing root causes to quickly advance resolution for coming deployment schedules.

**IsoftStone at AT&T** Redmond, WA

Android Software Engineer and Stability Lead, Contract February 2012 – December 2012

**Responsibilities:**

* Assigned as Lead after only two months on the job due to quick gain of expertise in a brand new domain.
* Worked as part of an international team to test stability of an Android application (At&T Messages) on various manufacturer devices both locally and in remote locations before device release.
* Ensured quality by rigorous testing using manual methods and automation tools. Consisting of JSystem, JUnit, and Robotium.
* Design and Develop of automation tools utilizing various methods to help run the lab (Batch scripting, C#, Java, some Clojure).
* Database design and administration on virtual machines for inventory management.
* Preparation of daily reports giving detailed status of daily stability test runs, and automating of daily reports.
* Administration and creation of a private network using simple switches, allowing remote automation scripts to be completed successfully.

**R3b00tz Freelance Development** Seattle, WA

Consultant March 2010 – November 2014

**Responsibilities:**

* Solicit Client requirements/designs/features for Android Applications & Web projects.
* Assisted clients in technology strategy and how to make best use of the mobile landscape.
* Design full Prototypes and Applications with UX Wire-frames. With client/contractor supplied design resources.
* Use of OOP to implement designs and produce applications.
* Use of Custom Test-based Development methodology for rapid iteration and delivering high quality apps. Usage of test frameworks such as JUnit and Robotium/Selenium.
* Assisting in steerage of mobile strategies for future adoption.
* Integrating with existing REST services and developing new server scripts as API wrappers for mobile applications.
* Deliver full, quality apps in as little as two weeks & up to three month development cycles.
* Any variety of technical need as required by client.

**EDUCATION**

**University of Phoenix**

Bachelor of Science, Information Technology (Software)2008 – 2012