



Thom Wilson

Android Developer

Los Angeles, United States email@email.com

Details

1515 Pacific Ave
Los Angeles, CA 90291
United States
(541) 754-3010

Place of birth

San Antonio

Driving license

Full

Links

Facebook

Linkedin

Skills

Java



Database



Android Platform



End-to-end Systems



Functional Programming



Managing Code in Git



Microservices on AWS, GCP, and Azure



Multithreaded Programming Concepts



Object-Oriented Design



Languages

Russian



Spanish



English



Profile

Energetic and motivated Android Developer with 4+ years of experience writing unique code for top businesses. Qualified to support Adobe in modernizing its world-renowned products and able to deliver an incredible user experience. Developed top-selling apps in previous roles for kids (300K+ downloads to date) that brought over \$350K.

Employment History

Nov 2019 — Present

Quedlinburg

Android Developer at Cell-M

Currently supporting 20,000+ online users. Most popular published app is maintaining a 4.5/5 rating with over 25,000 downloads.

- Envisioned, developed, and deployed preloaded applications and games for android based devices.
- Developed update-modules, components, and patches for varying applications.
- Created handset specific user interface (UI) for Tablets, PCs, and mobile phones.
- Competent with application acceptance and solicited feedback to make applications more user friendly.
- Wrote technical specifications and maintained all reports about application development processes.
- Participated in the complete Software Development Life Cycle (LSD) for development, testing, and code enhancement.

Jan 2017 — Jan 2018

Android Developer at Black Geese Trading

Developed and tested 30+ Android games that brought in about \$250K within eight months.

- Played a central role in writing application logic through Eclipse IDE and Android SDK.
- Analyzed multiple user interface platforms and consulted with clients.
- Executed maintenance procedures (user interface, errors with inputs, debugging, publishing) apps after application completion.
- Played an influential role in the mobile application development lifecycle from planning through to launching on Google play store.
- Responsible for all UI resource development.
- Performed testing on the android emulator and physical devices.
- Built device compatibility with android version 2.2 (API 8) to present (API 19).
- Implemented location listener to show pinpoint location on Google Maps.
- Used Polyline to draw paths on Google Maps with accurate GPS location variations.
- Created notification systems.

Jan 2016 — Jul 2018

Moguer

Android Developer at AltraxYz

Developed 25+ fully functional applications for Android devices. Implemented both subscriber/follower systems as well as invite systems.

- Implemented a system to redeem and purchase online coupons.
- Modified mobile UI and employed dynamic image support for multiple devices.
- Designed database features for mobile interface applications
- Helped UI teams design appropriate icons and displays for mobile screens.
- Developed new functional database abilities for data staging and modeled the data objects to the mobile application.
- Used Eclipse IDE to develop screens for applications using MVC design configurations.
- Tested applications on multiple android targets and further solving problems that occurred during testing.
- Worked on development, production, testing, and setup of applications and configuring the Linux and SQL database.
- Successfully deployed an app on the Android App Store and supported the app for multiple Android OS releases.
- + fully functional applications for Android devices.

Education

Jan 2020 — Present

East Los Angeles

UCLA

Bachelor's Degree in Software Engineering

Jan 2015 — Feb 2016

Orlando

Brooks College

Associate's Degree in Software Development

May 2012 — Mar 2014

Online

Jan Borchers Aachen University

Android application programming

Jan 2011 — Aug 2012

Online

Google Academy

Application Development Certificate