



# Thom Wilson

## Android Developer

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↗ [Facebook](#), [Linkedin](#)

### Place of birth

San Antonio

### Driving license

Full

### 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

### Android Developer, Cell-M, Quedlinburg

November 2019 — Present

*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.

### Android Developer, Black Geese Trading

January 2017 — January 2018

*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 PolyLines to draw paths on Google Maps with accurate GPS location variations.
- Created notification systems.

### **Android Developer, AltraxYz, Moguer**

January 2016 — July 2018

*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**

### **Bachelor's Degree in Software Engineering, UCLA, East Los Angeles**

January 2020 — Present

### **Associate's Degree in Software Development, Brooks College , Orlando**

January 2015 — February 2016

### **Android application programming, Jan Borchers Aachen University, Online**

May 2012 — March 2014

### **Application Development Certificate, Google Academy, Online**

January 2011 — August 2012