

## Professional Experience

### Betterment

Lead Software Engineer - Mobile

*Remote*

Aug 2019–November 2020

Built consumer facing features to ensure Betterment customers get a great mobile experience. Mentored junior engineers to better their growth as engineers.

- Worked on features in several different areas of the app from settings to goal details.
- Learned Flutter as we transitioned our native apps seamless into Flutter.
- Worked with other developers to develop the graph widget into Flutter.

### Slice, Shop Local Pizza

Sr. Software Engineer (Mobile)

*Remote*

October 2016–May 2019

Built consumer facing features for online ordering of pizza.

- Worked on features from item details to topping selections to settings.
- Ensured backwards compatible for various Android versions as well as graceful fallback of features.

### Samsung Research America / Samsung Electronics America

Sr. Software Engineer – Android

*New York, NY*

July 2014–October 2015

Wrote Android code modifying the Android platform (AOSP) for Samsung's needs.

- Added new system services to maintain persistent Bluetooth SPP and WiFi Direct connections.
- Wrote an initial setup wizard as well as platform additions to support it.
- Made several image loading optimizations using Picasso.
- Worked on various Content Providers and Sync Adapters.

### This Life, Inc.

Sr. Android Engineer

*Brooklyn, NY*

October 2013–July 2014

Worked as a team of one while maintaining and updating the HowAboutWe Android application, as well as writing the You&Me Android application from scratch, until hiring a second developer later in 2014.

- Internationalized the dating application, which required many changes to ensure various fields fit correctly in various languages as well as conversion of image text to actual text fields.
- Helped to add Android Wear functionality to the dating app.
- Worked on a prototype Google Glass You&Me app.
- Worked with a designer on the unreleased You&Me app to ensure a strong Android design sensibility.
- Worked with photo / video / media heavy flows that made effective use of the devices' constraints and abilities.

### Turntable.fm

Software Engineer

*New York, NY*

May 2012–July 2013

Maintained and updated the turntable.fm Android application as a team of one.

- Designed and implemented an Action Bar design to upgrade turntables Android application from a raw iOS port to a distinctive new app.
- Used ActionBarSherlock to maintain backwards compatibility with older devices.
- Added features to bring the Android app to feature parity with the iOS version. Also added features ahead of the iOS version, such as multiple playlist support.
- Wrote the piki.fm Android application from scratch with a second developer.

**Self-Employed***New York, NY*

Left IndustryNext in 2011 to pursue freelance projects as well as personal projects.

Software Engineer

July 2011–May 2012

Projects include:

- An HTML5 charting app using canvas, the dygraph.js charting library, jQuery, jQuery-ui, and the Google App Engine. The app was built for a banker to keep track of his stock notes all in one place. Most actions use AJAX built on a JSON API for accessing the stored data.
- An HTML5 apartments search page. Used the Google Maps API in conjunction with the HTML5 Geolocation API to find apartments near the user. Uses javascript and jQuery to implement "tabs" of divs that can display video, the map, or photos of the apartment.
- Maintaining and adding features to a secondary ticket site aggregator. Site is run on PHP. Deals with third party ticket feeds via a SOAP API on the backend. Implementing features such as twitter and FB integration.
- Small Android apps to teach myself a new skillset (which led to my future career specialty).

**IndustryNext***New York, NY*

Worked on the creation of the Scurl backend API and the webapp version of the application.

Software Engineer

May 2010–July 2011

- Built the API and the webapp as a team of two using Tomcat/Hibernate/Spring 3 and interfaced with the iPad team to make sure their needs were met.
- Worked as part of a threeman team to implement the webapp, which is jQuery-heavy and uses asynchronous JavaScript calls to the API for most data.

**TheLadders.com***New York, NY*

Main focus was towards maintaining and updating both the internal sales webapp used by the resume sales department as well as the career services and resume related sections of TheLadders.com.

Software Engineer

2008–May 2010

Projects included:

- Overhauled and reworked the internal sales tool using Spring Web Flow 2 with JavaServer Faces.
- Reworked the resume management page with the Tiles 2 UI framework to integrate our new resume confidentiality feature.
- Created and maintained a Selenium Grid for automated functional testing which was integrated with the continuous integration tool, Bamboo, to ensure automated functional tests are run after every build. Built upon a tool to run Selenium HTML tests on the grid making it more robust as well as enabling JUnit output for integration into Bamboo.
- Created and maintained remote WebDriver instances, as well as building parts of the companys WebDriver base classes to build tests.
- Self-initiated projects to try out new technologies and determine their usefulness, such as successfully mixing GWT with Spring 3.0.

**FactSet Research Systems, Inc.***Norwalk, CT*

Oversaw the maintenance and continuous improvement of a ticker plant that processes all real time US trade data as part of the Marketdata Engineering department. Worked in a \*nix environment primarily programming in C++, as well as with XML and perl. Deployed a complete code refactoring into a production environment, a new mutual funds processor, and a PinkSheets processor.

Software Engineer II

2007–2008

**Carnegie Mellon University***Pittsburgh, PA*

Worked as a Student Programmer for the E-mail team in the Computing Services at Carnegie Mellon. Major projects included

Student Programmer

2006

- Rewriting an IMAP backend wrapper in PHP to work with Carnegie Mellons systems
- Programming modules for a webmail client to be used by the entire campus body.

**Carnegie Mellon University**  
*Pittsburgh, PA*

Student Printing Manager  
2003–2005

As Printing Manager:

- Assisted with the implementation and deployment of the new campus printing system such as preparing the disk image for the Windows-based printing kiosks
- Responded to issues with printers and kiosks.
- As a side project, also did some light Windows programming with MinGW to create a small installer for the printers that would quickly set up the LPR driver.

## Education

**Carnegie Mellon University**  
Bachelors of Science in Computer Science  
with a Minor in Photography and Digital Imaging.

2003–2007

## Previous Projects

**wiimote-api** (<https://github.com/yincrash/wiimote-api>)

Created an C API for the Nintendo Wii Remote to be used in Windows programming.

**PhotoGalleryLiveWallpaper** (<https://github.com/yincrash/photogallerylivewallpaper>)

A live wallpaper that is a photo slide show. Created to teach myself basic android programming.

**Tetromino Alpha** (<https://play.google.com/store/apps/details?id=org.mikeyin.tetromino>)

A very quick and dirty port of "simple tetris clone" (<https://code.google.com/p/simple-tetris-clone/>)