



# DANIEL VOSS

Staff Android engineer with 14 years building and scaling mobile platforms. Sets architecture direction across multiple squads, owns build and release infrastructure, and partners with product and design leadership on long-range mobile strategy.

## CONTACT INFORMATION

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-  Salt Lake City, UT

## EDUCATION

M.S. Computer Science  
University of Texas at Austin  
May 2011

B.S. Computer Engineering  
Purdue University  
May 2009

## KEY SKILLS

- Kotlin, Java, Kotlin Multiplatform
- Jetpack Compose, Compose Multiplatform
- Gradle Kotlin DSL, version catalogs, build performance
- Modularization, Anvil, Dagger, Hilt
- ExoPlayer, Media3, Android TV
- Firebase, Datadog mobile RUM
- RFC authoring, technical leadership
- Hiring, leveling, mentoring

## PROFESSIONAL EXPERIENCE

- **Staff Android Engineer, Quillshore Financial, Salt Lake City, UT**  
August 2020 – Present
  - Set Android architecture for a banking app with 6.8M MAU, leading a guild of 22 engineers across 5 product squads.
  - Led modularization from a single Gradle module to 140+ feature and library modules, cutting clean build times from 11 minutes to 3 minutes 40 seconds.
  - Authored the internal RFC process that now gates major mobile decisions; wrote 9 of the first 14 accepted RFCs.
  - Drove a multi-quarter Compose migration, with 78% of screens converted and zero net-new XML allowed in trunk.
  - Negotiated with platform on a shared KMP networking layer, removing about 18,000 lines of duplicated code across Android and iOS.
- **Principal Android Developer, Brightline Travel, Denver, CO**  
September 2017 – July 2020
  - Owned mobile architecture for a hotel booking app processing roughly \$430M in annual gross bookings on Android.
  - Built the experimentation framework on top of Firebase that supported 60+ concurrent A/B tests at peak.
  - Hired and onboarded 11 Android engineers; wrote the leveling rubric the org still uses.
  - Cut Play Store rejection turnaround from 3 days to under 8 hours by rebuilding the pre-submit checklist and adding policy linters.
- **Senior Android Developer, Cobalt Streaming, Austin, TX**  
June 2014 – August 2017
  - Led the Android TV launch for a streaming product reaching 1.2M devices in year one.
  - Built the downloads engine on ExoPlayer with offline DRM, used by about 35% of monthly viewers.
  - Owned ANR and crash budgets across the org, with weekly reports to the VP of engineering.
  - Coached three senior engineers, two of whom moved into staff roles after I left.