



Scott Evans

Android Developer

Staff Android engineer with 13 years across consumer, media, and travel apps. Set platform direction across architecture, tooling, and developer experience for orgs of 40+ Android engineers. Comfortable trading off short-term product needs against long-term codebase health, and writing the RFCs that get teams aligned.

CONTACT INFORMATION

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EDUCATION

M.S. in Computer Science, University of Texas at Austin, 2011

B.S. in Computer Engineering, Texas A&M University, 2009

KEY SKILLS

- Kotlin, Java, Kotlin Multiplatform
- Jetpack Compose, ExoPlayer, CameraX
- Architecture: MVI, Clean, modularization at scale
- Coroutines, Flow, structured concurrency
- Baseline Profiles, Macrobenchmark, Perfetto
- Gradle build performance, version catalogs
- Hilt, Dagger 2, Anvil
- GraphQL (Apollo), gRPC, REST
- Play Store release management, staged rollouts
- Cross-platform RFC writing, tech radar process
- Mentorship and staff-track coaching

PROFESSIONAL EXPERIENCE

Staff Android Engineer I 2021 - Present

Skyladder Travel, Austin, TX

- Authored the architecture RFC that moved 6 product teams onto a shared MVI + Compose foundation, retiring 3 competing internal frameworks.
- Cut p95 cold-start time from 2.6s to 1.1s on the booking app through Baseline Profiles, Startup library tuning, and selective module deferral.
- Owned the SDK contract with the backend platform team; co-designed a GraphQL-to-Kotlin codegen pipeline used by all Android features.
- Established a quarterly Android tech radar reviewed by 40+ engineers; deprecations and adoptions ratified by a cross-team council I chair.
- Coached 6 senior engineers as part of a staff-track readiness program; 3 reached staff in the last 18 months.

Principal Android Engineer I 2017 - 2021

Cantorline Media, Austin, TX

- Led Kotlin migration across a 1.2M-line Android codebase, finishing in 14 months with no feature freeze.
- Designed the video playback abstraction used by ExoPlayer-backed and Cast surfaces; cut playback start time by about 28%.
- Owned the Play Store release train: weekly releases, staged rollouts, automated rollback on Crashlytics velocity alerts.
- Partnered with iOS leads on a shared design-token system that kept theming in sync across platforms.

Senior Android Engineer I 2014 - 2017

Glasshouse Commerce, Dallas, TX

- Built the offline catalog browsing feature using Room and protobuf, supporting 2.4M MAU.
- Introduced Dagger 2 across the app and trained the team via four lunch-and-learn sessions.
- Rewrote the search experience with RxJava, dropping perceived latency complaints in user testing.
- On-call for Android backend integration issues; reduced auth-related crashes during high-traffic sales by half.

Android Developer I 2011 - 2014

Riverbend Mobile, Houston, TX

- Shipped 7 apps across categories including utilities, news, and games.
- Built one of the team's first Material Design refreshes on Lollipop.
- Wrote internal libraries for analytics, A/B testing, and feature flags reused across client projects.

- Mentored 2 junior developers through their first Play Store launches.