Geremy Louis

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**OVERVIEW & SKILLS**

**Android DEVELOPER | FRONT & BACK-END TECHNOLOGIES**

An Android developer capable of creating commercially viable applications, including the design, development, testing, deployment, and support of internally led solutions. Develop roadmaps according to documentation and specifications, optimizing for code performance, and implementing product-based solutions and integration of off-the-shelf software. Participate in overseeing the quality control process, managing enhancements for deployment, research, and development of new technologies, and proof-of-concept work for new product ideas. Engage with multiple functional groups to review client challenges, prototype new ideas, and create solutions to drive the next wave of innovation.

**Areas of Excellence:**

Cross-Functional Teamwork | Troubleshooting/Debugging | Requirement Understanding |Testing Technical Support | Feature Enhancements | End-User Acceptance | Best Practices | Strategic Planning Web Applications | End-User Interface | Application & New Feature Updates | Quality Assurance | Coding

Third-Party Libraries | Software Development Life Cycle | Functionality & Styling | Data Structure & Layering

**Technical Knowledge:**

Java | Kotlin | JavaScript | Pl SQL | Git | Web Services | Flutter | Dart | Spring | CSS | HTML | Reactive Programming | Eclipse | IntelliJIDEA | Android Studio| Retrofit | RXJava | Dagger | APIs

Room Library | Retrofit2 | Google MVVM | Live Data | View Model | Room Database | Hibernate

**WORK EXPERIENCE**

**Android Developer** 9/2018 – 01/2021

Edison Interactive | Denver, CO

Worked in tandem with project leads and planners to set the strategy in developing applications for smartphones and tablets. Captured project requirements and collaborated with senior developers to determine the approach in resolving new feature and implementation issues. Remained in command of industry trends and emerging technologies to meet stage gates, milestones, and timely completion of all projects. Engaged with multiple functional groups to review internal challenges, prototype/test new ideas, and perform user acceptance testing on application designs to create robust and scalable solutions. Wrote and reviewed code to advance application upgrades, extensions, and other developments, along with analyzing applications for data integrity issues.

* White boarded solutions and roadmaps to forecast resource requirements and facilitate planning and deployment.
* Contributed during daily standups to give green, yellow, and red designations on current projects and estimated completion of outstanding tickets.
* Utilized XML and JSON to build end-user interfaces (UI) for viewing and layering across web and mobile applications along with Kotlin and Java for Native Android Applications.
* Created reusable UI components for front-end applications and manipulated data to render out button removals and icon additions.
* Performed code reviews to provide direction on the application of design patterns, unit testing, and code quality.
* Engaged the use of Clubhouse to receive assigned tickets, coordinate workflows between team members, and track Sprint planning.
* Experience working with REST services, web applications, and released end-to-end features and enhancements that improved the user experience.
* Facilitated initial quality assurance steps by using repeatable automated tests and participating in code reviews for knowledge sharing with other development team members.
* Played an integral role in building Flutter applications from the ground up to allow multiple packages to display key application and feature elements to improve product marketability.
* Worked on data structure, multi-threading, collection, and exception handling and gained experience in modifying and using source code with tools including Git, Retrofit and RxJava.

Completed work on 3 distinct projects:

* ***Shark Experience***: An interactive application to be used on golf courses to launch maps, track scores, access tips, and provide 2-way communication with golf staff during play.
* ***Commercial Car (aka Bazzbi):*** Conceptualized the use of Flutter technologies as a means for users to rent golf carts in residential areas. Worked on features to include a home screen with incorporated weather and map widgets, music streaming using APIs, a web search engine, and a call/text feature by integrating Twilio Text and Voice into the Flutter Bazzbi application.
* ***Avis 2.0:*** Transitioned Avis 1.0 into a complete Flutter application, which followed the same methodology as

***Commercial Car*** for renting vehicles.

**Android Developer** 12/2016 – 07/2018

EnhanceIT, Atlanta, GA

Worked within a team to create a goal tracking application built in Kotlin. Managed multi-threading tasks utilizing RxJava Library and Room Library as a data persistence tool. Administered RESTful web calls and JSON parsing by using 3rd-party libraries to consume web APIs. Designed multiple personal apps with Google MVVM using architecture components including Live Data, View Model, and Room Database.

* Experience working with REST services, web applications, and released end-to-end features and enhancements that improved the user experience.
* Contributed to application requirement analysis for achieving the specifications suggested to improve the application.
* Integrated Receipt Check App with Looper/Jenkins for continuous integration, continuous delivery, and continuous deployment.
* Automated sending Jenkins built APK to different channels such as slack, outlook email, proximity among others.
* Migrated the app from running on Marshmallow (6.0.1) to Orio (8.1.0) and solved all issued came along such as loading images within app using Picasso.
* Implemented off-line mode version of the app using connectivity Manager class.
* Adding Kotlin in unit tests, writing new classes in Kotlin and migrating some modules from Java to Kotlin
* Implemented interactive training screens using navigation component of android.
* Implemented multiple banners throughout the app to display messages to the associate at a given period.
* Implemented multi receipt capability, to scan all receipts which belongs to one member and merge them into one receipt.

**Jr. Java Developer & QA Associate** 03/2014 – 12/2016

Revature | Tampa, FL

Worked as a Java Full Stack Junior Developer by completing multiple projects as an individual contributor or as part of a team effort. Created front-end applications and designed dynamic web pages utilizing JavaScript, HTML CSS, and Angular. Demonstrated an acute understanding of tools and technologies to build back-end frameworks to include Java, Spring, and Hibernate. Completed code reviews and reviewed test scripts in Python, earning a role as a Quality Assurance Analyst with Infosys on a short-term project.

**EDUCATION**

FLORIDA STATE UNIVERSITY **– Bachelor of Science; Information Technology**