

Anne Joseph

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Detail-oriented Android developer experienced in crafting high-performance apps for automotive, education, entertainment, and finance sectors, achieving 100k+ to 1M+ downloads. Expert in leveraging Android architecture components and design principles to create clean, testable, and maintainable codebases.

KEY COMPETENCIES

Languages: Kotlin, Java	Dev Tools: Android Studio, Gradle, Git, IntelliJ IDEA	Libraries/Frameworks: Retrofit, Dagger/Hilt, RXJava, Coroutines, Room, LiveData, Navigation Component	UI/UX: XML, Jetpack Compose, Material Design
Version Control: Git	CI/CD: Jenkins, CircleCI	Cloud/Backend Services: Firebase, AWS (CloudWatch, S3, DynamoDB), RESTful APIs	Architecture: MVVM, MVP, Clean Architecture
Management Tools: Jira, Trello, Teams	Testing: JUnit, Mockito, Espresso, Robolectric	Other Skills: Android SDK, Jetpack, Debugging, Performance Optimization, Security, Agile Methodologies	

PROFESSIONAL EXPERIENCE

Concept Reply Senior Consultant

Birmingham, MI, USA
Jun 2022 - Apr 2024

Link: <https://play.google.com/store/apps/details?id=com.fca.myconnect.nafta>

- Tasked by management to resolve complex issues and ensure the functionality and user satisfaction of the Global Mobile App (GMA) for Stellantis
- Contributed to the development of the Global Mobile App (GMA) for Stellantis, collaborating within cross-functional teams to ensure app functionality and user satisfaction
- Analyzed and resolved customer issues, using ticket management tools and AWS services
- Participated in the development of the enrollment flow feature of the Global Mobile App
- Debugged and resolved issues related to wearables, ensuring optimal functionality and user experience
- Conducted thorough testing across regions and brands for consistent performance. Managed code fixes, initiated reviews, updated customers upon integration, and closed tickets
- Conducted mobile app testing and debugging to maintain app performance and quality standards
- Collaborate with product managers, UX designers, QA testers, and engineers in an agile environment

Fifth Third Bank Android Engineer

Cincinnati, OH, USA
Oct 2021 - May 2022

Link: <https://play.google.com/store/apps/details?id=com.clairmail.fth>

- Build a new feature comprising goal flow, transactions, & smart savings in a multi-module app
- Introduced and educated 7 other teams about Coroutines and Kotlin flows for managing client-server communication which improved the app performance and responsiveness
- Contributed to more than 4 high impact feature modules, design, and utility libraries
- Encouraged and volunteered on implementing Hilt which brought forth a testable and clean codebase
- Mentoring junior developers and providing technical leadership across engineering teams
- Reviews 2-3 pull requests daily, providing feedback to maintain code quality

- Worked with Gradle build systems to automate tasks, and configure jobs & pipelines using YAML files
- Integrated code quality tools such as SonarQube, jaCoCo making the app maintainable
- Debugged and optimized code for robust and scalable app
- Follow MVVM design pattern to avoid hard coupling and reusability of code
- Perform unit testing with Junit and Mockito framework, UI testing with Roboelectric framework
- Worked closely with UI/UX designers to create intuitive design

Universal Orlando Resort
Android Engineer

Orlando, FL, USA
Jul 2021 - Sep 2021

Link: <https://play.google.com/store/apps/details?id=com.universalstudios.orlandoresort>

- Worked on handling Salesforce push notifications, In-App messages, and deep-links
- Consumed Retrofit for operating RESTful services and stored the data via Room database
- Inspect and change data midstream to test app behavior using Charles Proxy
- Modularized the application into feature and core frameworks following MVVM architectural pattern
- Extensively worked with logcat, android debugger with breakpoints when debugging the applications for issues
- Participated in code reviews, daily standup, product demos and sprint retrospectives
- Used JIRA for Project tracking and uBuild for building, testing, and deploying the software

The Church of LDS
Android Engineer

Salt Lake City, UT, USA
Feb 2021 - Jun 2021

Link: <https://play.google.com/store/apps/details?id=org.lds.gospelforkids>

- Defined, designed, implemented, and rolled out beta release within 3 months time frame
- Improved app performance by utilizing Kotlin flows for disk operations
- Achieved persistent file download using WorkManager, an android jetpack component
- Implemented custom bottom navigation, custom view for media player, and animations
- Designed the screens to support portrait and landscape, different screen sizes and densities
- Prepopulated Room database at initialization with contents from prepackaged database files and handled migrations
- Extensively used Coil library for caching and downloading images from the server
- Consumed Hilt for dependency injection thus producing a loosely coupled, testable, reusable code
- Followed MVVM design pattern using ViewModel, Kotlin flow, coroutines and view binding
- Performed Agile ceremonies to complete the project
- Used JIRA for project tracking and Jenkins for building, testing, and deploying the software

EDUCATION

Georgia Gwinnett College (GGC)

Bachelor of Science in Information Technology, conc. in Software Development

Lawrenceville, GA, USA

Jan 2017 - Nov 2020

CERTIFICATIONS & ACHIEVEMENTS

- Microsoft Technology Associate (MTA)
- Dean's List for Academic Achievements for 4 years in a row.

VISA STATUS

- UAE Resident Visa (family) valid until May 1, 2026