

Herbert Smith

Android Developer

Android Devs have a new tool!
Resume and Web Portfolio made with Kotlin and Compose
Multiplatform. Check out herbertsmithjr.com

WORK EXPERIENCE

Android Developer

JPMorgan Chase

OCT 2021 - APR 2023: PLANO, TX

Built, supported, and maintained an internal application with a strong user base. The app was originally written in Java, and was converted to Kotlin to take advantage of more modern design patterns. Leveraged Android Studio and contributed to the app development process by collaborating with different teams in an Agile Scrum framework/environment. Managed network requests with Retrofit, RxJava, and Kotlin Coroutines

- Roles**
- Published application while growing from 1000 to over 100,000 users worldwide
 - Improved JUnit test coverage by 950% using Mockito, Roboelectric and Espresso
 - Cross-functional, AGILE/Scrum collaboration with an international team of 30+ people.
 - Native App Development required knowledge of iOS design principles
 - UI/UX Design with Java XML UI and Jetpack Compose migrating from MVVM to MVP



Software Engineer

Maya's Bakes

APR 2021 - JUN 2022: CINCINNATI, OH

Developed scripts and maintained code for pre-existing, customer-facing site. Tasked to improve user-experience and deploy new features while maintaining functionality of services.

- Roles**
- Front-End Development with HTML, CSS, and Javascript.
 - Optimized scripts for performance and quality assurance
 - Collaborating with team to produce a mobile-friendly experience for the customer



Software Engineer

UGO Motors

MAR 2021 - OCT 2021: BIRMINGHAM, AL

For my time working with UGO Motors, I was tasked to help research and develop plans to expand their digital footprint. Sourcing cars could be as simple as a phone call, web search, or an automated API call.

- Roles**
- Tools: Javascript, Java, Kotlin, HTML, CSS, Git, Firebase
 - Full stack, web-based software engineering role.
 - Deployed proprietary application for inventory sourcing
 - Maintain collaboration with business owners, providing progress reports and feedback.
 - Integrate APIs and microservices to facilitate the automation of transactions



Android Developer

TJ's Wheel Deal

OCT 2018 - DEC 2018: COLUMBUS, OH

Developed a native Android application by collaborating with product owners to solve business needs.

- Roles**
- Developed 100% of Android application from Front to Back.
 - Java with XML UI with iOS counterpart in mind
 - Developed application with UI Design and Features without a team.



PROJECTS

Social Gathering App

MAR 2023 - CURRENT

Native mobile application with the mission to connect locals to one another instantly! Find and host group activities and events, or go on an adventurous date using a brand new style of matchmaking!

- Key Skills**
- Kotlin
 - Firebase
 - Android Studio
 - Microservices
 - CI/CD
 - Git
 - Jetpack Compose
 - XCode
 - Swift
 - iOS



Playstation Mod Menu

JUN 2021 - AUG 2021

Modifies, removes, and imitates controller inputs for Playstation 4 and Playstation 5. Created for education on C# and to explore advanced programming concepts.

- Key Skills**
- C#
 - .NET
 - WinForms
 - Multithreading
 - Client-Server
 - UI
 - Published on Github



CURRENT LOCATION

Plano, TX

Open To Relocation

EDUCATION

The Ohio State University

B.S. in Computer Science and Engineering
4 Years

CERTIFICATIONS

Microsoft Azure Fundamentals

Earned: Sep 2021

C# IKM Test

Taken: Oct 2021
Score: 99/100

SOCIALS & PORTFOLIO

Portfolio herbertsmithjr.com

Github github.com/iideprived

LinkedIn linkedin.com/in/herbsmithdev

CONTACT

Email

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Cell

[\(205\) 808-8345](tel:(205)808-8345)

Work

[\(469\) 922-4080](tel:(469)922-4080)

SKILLS

Android	5+ Years
Java	5+ Years
XML UI	5+ Years
Kotlin	4+ Years
Jetpack Compose	3+ Years
Published Apps	1
Public Repos	3 Total
Jetpack Components Library	
Playstation Mod Menu	
General	
Object-Oriented	6+ Years
Unit Testing	6+ Years
ServiceNOW	3 Years
Splunk	1 Year
Git/Bitbucket	3 Years

SUMMARY

Sharp and passionate programmer who gets a thrill from problem-solving. At 12 years old, I began coding by making mods for the popular game of Minecraft. Since coding was an early hobby for me, I quickly became an industry-ready professional!