Cohoes, NY
(352) 428-8054
dcalabrese22@gmail.com

Daniel Calabrese

dcalabrese22.github.io
github.com/dcalabrese22
linkedin.com/in/dcalabrese22
medium.com/@dcalabrese22

Android app developer with experience working on large projects as the lead engineer who excels at analyzing diverse problems, finding and implementing solutions, and documenting results. Experienced remote worker with proven excellence working independently and collaborating with teams as necessary.

Technical Skills

Languages: Kotlin, Java, Javascript/Typescript, PHP, C++, Python, HTML5, CSS3, SQL/NoSQL, XML, Swift, Objective-C
Frameworks/Libraries: Android, Swing, JavaFx, Firebase, Retrofit/OkHttp3, Glide, Selenium, React/React Native
Other: Git/GitHub, Android Studio, Jetbrain IDE suite, XCode, Linux OS, Mac OS

Work Experience

SmartRent - *Senior Android Engineer*   Scottsdale, AZ-remote | *2021-present*

- Android developer responsible for maintaining and adding new features to the SmartRent app.
- Worked with project management to advise on new feature scope, refining acceptance criteria, estimating completion time, and technical limitations.
- Worked with the UI/UX design team to improve inconsistencies throughout the user experience.
- Guided other engineer's professional development through personal and group debugging exercises, assessing pull requests to help identify errors and provide suggestions to fix those errors, and offering architectural instruction.
- Learned React Native and started rewriting the app after management decided to move to a hybrid implementation.
- Wrote custom native modules in both Android and iOS to allow React Native to interact directly with the native layer.

Zerion Software, Inc. - *Android Engineer*   Herndon, VA-remote | *2018-2021*

- Android developer responsible for maintaining and adding new features to the iForm app.
- Internal advocate for test driven development, thoughtful architecture, and adhering to SOLID principles.
- Improved app sync performance by reducing sync times approximately 75% by utilizing multithreading with Kotlin coroutines.
- Re-built an annotation tool from scratch that allows for loading or taking a picture and annotating atop of the image by drawing with touch, text, shapes, icons, and additional images.. Each annotation can be moved, resized, rotated, and deleted. The tool also has undo/redo functionality and final drawing is auto-cropped to remove whitespace from all sides and can be saved to external storage.
- Developed internal SDK in Kotlin for interacting with iForm's API that makes use of coroutines and asynchronous flow with a unit/integration test suite of approximately 500 tests.
- Development and maintenance of automated UI testing frameworks for both mobile (using Espresso) and web apps (using Selenium) that automatically run after code merge in order to increase integrity and identify bugs before public release.
- Development of a customer-requested background location tracker feature as an SDK in Kotlin that tracks a user's location at a dynamic interval and sends the location information to a dynamic endpoint with unit, integration, and UI tests.
- Created tool for translating strings using Google Translate.
- BLE integrations of Zebra printers and Thermoworks thermometers.
- Performed map integrations of both Mapbox and Google Maps.

Personal Projects

Chatter Android App - *Chatter on Google Play*   *November 2017*

- Designed to get more experience working in the Google Play Console and app releases.
- Messaging app that utilizes authentication, database, functions, and storage of Google's mobile platform, Firebase.

Education

Udacity - *Android Developer Nanodegree*   *March 2017-December 2017*
Hudson Valley CC - *Coursework in Computer Information Systems*   *January 2015-May 2017*
University of South Florida - *Biomedical Sciences, B.S.*   *December 2008*