
Seasoned and highly-skilled software engineer with 9+ years of experience in developing a wide range of software solutions with a focus on mobile. Offers leadership qualities combined with a strong technical acumen and a proven track record in architecting, building, and integrating large-scale software. Known for reliability, self-motivation, and a knack for thinking outside the box.

PROFESSIONAL EXPERIENCE

Software Engineering Manager

July 2021 - Present

Bleacher Report/Warner Bros. Discovery

- Led a 10+ person engineering team across global time zones to drive feature development and support the Bleacher Report mobile apps and website, used by millions of monthly active users. Through a robust product development cycle and estimation process, the team was able to ensure on-target delivery for every one of our projects.
- Collaborated closely with Product and Design counterparts, overseeing projects from inception through discovery, development, deployment, and ongoing maintenance. Played a pivotal role in shaping quarterly roadmaps that align with business objectives while maintaining alignment with team capacity and skill sets.
- Nurtured and mentored engineers in their career trajectories, fostering growth opportunities within and beyond their areas of specialization. Elevated team performance to the point where my leadership led to an expanded role, with my team assuming responsibility for the entire production version of the Bleacher Report app.

Team Lead

May 2020 - June 2021

Bleacher Report/Warner Media

- Guided a cross-functional team in adding and supporting scores features to the Bleacher Report mobile apps and website. During the pandemic, shifted team focus to sports betting features, enabling the successful execution of multiple significant contracts with sportsbooks. Played a key part in nurturing and sustaining these partnerships, which are maintained to this day.
- Directed the end-to-end development of a mobile free-to-play sports pick'em game "Perfect Picks" from concept to launch in just 8 months. Post-launch, it has attracted over one million players and has become a leading in-app engagement vehicle.

Senior Android Engineer

Oct 2018 - Apr 2020

Bleacher Report/Turner Sports

- Orchestrated the implementation and support of scores-related features across the Bleacher Report Android mobile app, ultimately becoming the go-to expert for all client-side Scores functionalities.
- Spearheaded the transition from Java to Kotlin within the BR Android app, concurrently introducing a new MVVM standard, which not only enhanced developer experience but also effectively addressed several pre-existing architectural challenges.
- Led a comprehensive overhaul of the Gamecast and Scores Tab features, streamlining engineering flexibility and reducing support overhead. While primarily driven by engineering, I collaborated closely with Product and Design teams to achieve their UI/UX objectives in tandem with engineering goals. When put to the test less than a year after development, BR added support for Hockey and WNBA, and mobile clients seamlessly accommodated these additions with minimal modifications, outpacing initial expectations by several months.

Lead Android Engineer

Jan 2017 - Sept 2018

FordPass & Lincoln Way - Ford Motor Company

- Directed a team of Android engineers in the development of Connected Vehicle features for the FordPass application, catering to 20+ countries and accommodating numerous region-specific requirements. Served as the primary liaison between Product and Project Management, ensuring seamless communication with the team.
- Led a small team of Android engineers to design and implement a new app architecture to facilitate delivery of two distinct applications, FordPass and Lincoln Way, across four regions from a unified codebase using MVVM and Clean Architecture principles. With only a few months of infrastructure development, this small team enabled an efficient onboarding of 80+ engineers and expedited the integration of new product features within a month of commencement.
- Cultivated and maintained relationships with internal and external partners to drive quality delivery with efficiency. Spent two weeks in India to train and support an offshore team.

SKILLS/TOOLS

- Skilled at leading many types of agile teams, including Scrum and Kanban methodologies. Proven expertise in incorporating agile practices into large organizations with varying budgetary and planning requirements, even in the context of waterfall-style development processes.
- Extensive track record of successfully architecting, constructing, and delivering intricate, scalable, and dependable software systems within prescribed timelines and budget constraints.
- Strong project management skills. An expert in Jira, Pivotal Tracker, and other project management resources to drive success.
- Demonstrates exceptional verbal and written communication skills, facilitating effective cross-functional collaboration and communication. Detail-oriented technical writer.
- Highly proficient Android developer with strong Kotlin skills and a deep Java background
 - Utilized a wide range of libraries and components, including Dagger, Koin, RxJava, Kotlin Coroutines, Retrofit, HereMaps, Google Maps, SQLite, Support Libraries, Android Architecture Components, JUnit, Mockito, MockK, Espresso
 - Experienced with design patterns such as MVVM, MVP, and MVC on both Android and iOS platforms
- Developed and supported various CI/CD solutions using Jenkins, Concourse, CircleCI, PerfectoMobile, Testflight, HockeyApp, Google Beta, and App Tester

EDUCATION

Michigan State University - East Lansing, Michigan

- Bachelor of Science in Computer Science with specialization in Video Game Development and Design
- GPA: 3.6 | Honors College | Dean's List 6 semesters

OTHER EXPERIENCE

Android Engineer

June 2016 - Dec 2016

FordPass - Ford Motor Company

- Developed new features and enhanced existing functionality for FordPass NA/EU Android apps, improving overall UI/UX
- Used RxJava, Retrofit, Mockito, Espresso, and other major Android frameworks to develop an MVP architecture
- Embraced Test-Driven Development (TDD) principles within a collaborative Pair Programming environment, resulting in expedited delivery by emphasizing code quality and reliability.
- Worked with Pivotal Labs in Toronto for three months, immersing myself in agile development culture, extreme programming practices, and paired programming principles, which I successfully introduced and applied upon my return to Ford.

Android Developer

2018

Find a Pet - personal project

- Designed and developed an OSS Android app in Kotlin utilizing the Petfinder API. A bit outdated now, but a fun project nonetheless <https://github.com/kpauly2-ford/findapet/>.

Lead Mobile Engineer

Fall 2014

Meijer Senior Capstone Project

- Developed mobile app using Xamarin for client Meijer to use iBeacons placed throughout grocery stores to provide targeted, localized advertisements & sales recommendations to users.
- Worked with low-level Bluetooth APIs and provided recommendations and technical insight to the client.
- Project received the highest award given within the Capstone experience, the [Urban Science Sigma Award](#).

Java Engineer

May 2015 - May 2016

Application Policy Services - Ford Motor Company

- Developed new features for APS, Ford's global internal application for access management and control.
- Brought new software into APS's portfolio and created support applications to support mass database updating.

Video Game Programmer & Designer

Aug 2014 - June 2015

Games for Entertainment and Learning Lab - Michigan State University

- Developed entertaining and educational games for MSU Federal Credit Union, Frankel Jewish Academy, and other clients.
- Designed and developed a supporting website to enable teachers to add dynamic educational components to the game. <https://gamedev.msu.edu/kerem-byavneh/>