
Highly skilled, professional software engineer with 4+ years of experience of developing a wide range of software with a focus on Android. Offers leadership capability with a technical mindset and experience in design, development, and integration of large-scale applications. Reliable, self-driven, and an out-of-the-box thinker.

PROFESSIONAL EXPERIENCE

Ford Motor Company

FordPass/Lincoln Way – Lead Android Engineer / iOS Engineer *Sept. 2017 - Present*

- Working with global product team to deliver vehicle-focused features on both native iOS and Android
- Lead triage, diagnosis, and resolution of critical production issues to turn user experiences and concerns into hotfixes with a rapid turnaround time
- Utilize cross-platform knowledge to provide a balanced and multi-faceted voice to planning discussions
- Bring learnings and solutions from Android platform to iOS team and lead improvement efforts

FordPass/Lincoln Way – Lead Android Engineer – Architecture *Sept. 2017 – March 2018*

- Led a team of Android engineers to design and implement a new, modern app architecture and delivery process to support delivering two applications across four regions from one codebase
- Architected apps from the ground-up using MVVM and Clean Architecture principles with thorough documentation to support ramp up and education of global team in tight timeframe
- Facilitated global communication and development while adapting architecture to a team of over 80 developers stationed across the world

FordPass – Lead Android Engineer – Connected Vehicle Features *Jan. 2017 – Sept. 2017*

- Led a team of Android engineers to develop global Connected Vehicle features for the FordPass app
- Grew team by performing interviews and paired programming assessments for engineer candidates
- Integrated and supported framework to enable Bluetooth connection with vehicle
- Built strong relationships with internal and external partners to drive quality delivery with efficiency
- Championed Agile development practices and culture through global internal talks and code katas
- Led development of first cross-platform multi-region and multi-environment contract testing suite between apps and backends

FordPass – Android Engineer *Jun. 2016 – Dec. 2016*

- Developed new features and enhanced existing features for FordPass NA & EU Android apps
- Used RxJava, Retrofit, Mockito, Espresso, and other major frameworks to develop in an MVP architecture
- Developed using test-driven principles in a paired programming environment utilizing Continuous Integration and Continuous Delivery to deliver a quality product at market speed
- Traveled to Pivotal Labs in Toronto, ON for 3 months to bring lean agile development and agile culture back to Ford

Application Policy Services – Java Engineer *May 2015 – May 2016*

- Developed new features for APS, Ford's standard for access management and control, servicing over 100 internal application clients
- Brought new software into team's portfolio and created Bash and Java support applications to provide mass database updating and support other repetitive internal tasks

Livonia Transmission Plant – Plant IT Analyst Intern *Summer 2014*

- Established new solutions for equipment and supply management for new production lines
- Configured and supported both legacy and modern server hardware and software as well as devices for electricians and engineers

Games for Entertainment and Learning Lab

Video Game Programmer & Designer

Sept. 2014 – May 2015

- Developed entertaining and educational games for MSU Federal Credit Union, Frankel Jewish Academy, and other clients in Unity using C# with Entity/Component pattern
- Designed and developed a supporting website using Node.JS and MongoDB to enable teachers to add educational components to the game and collect student activity for community goals

Evolutionary Information and Communications Technology Research Group

Research Assistant – Java Engineer

Oct. 2012 – Feb. 2013

- Modified and developed Java software for evolutionary modeling of economic systems
- Developed implementation of new economic models and added first unit testing to existing codebase
- Engineered automation for deploying system on the High Performance Computing Center

TECHNICAL TOOLS

Mobile Applications

- Strong Android developer with deep Java background and a growing Kotlin knowledge
- Experienced in Android Studio and Gradle as well as the Android SDK and NDK
 - Support Libraries, Android Architecture Components, Dagger, RxJava, Mockito, Espresso, JUnit, Retrofit, HereMaps, Google Maps, SQLite
- Adept at iOS development primarily in Swift, with some Objective-C
- Design patterns such as MVVM and MVP on Android, and MVVM/MVC on iOS
- CI/CD using Jenkins, Concourse, CircleCI, PerfectoMobile, Testflight, HockeyApp, and Google Beta

Other

- J2EE, C#, C++, JavaScript, HTML, Node.JS, Ruby, Python, XML, JSON, Bash
- Git, Dynatrace, Rational Software Architect, AccuRev, SOAP UI, Microsoft SQL Server, Unity, Visual Studio, Eclipse, Xamarin Studio, NetBeans, Postman, Charles Proxy, Linux, Mac OSX, Windows

OTHER EXPERIENCE

Meijer Capstone Project

Lead Mobile Engineer

Aug. 2013 – Dec. 2013

- 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 client
- Project received the highest award of the capstone experience, the Urban Science Sigma Award

Find a Pet – Pet Adoption App

Android Engineer

Apr. 2018 - Present

- Developing an Android app in MVVM using Java and Kotlin utilizing the Petfinder API
- Codebase is open source and it and the backlog can be found at <https://github.com/kpauly2-ford/findapet/>

EDUCATION

Michigan State University - East Lansing, Michigan

May 2015

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

Frankfurt International School - Frankfurt, Germany

June 2011

- International Baccalaureate diploma | Eagle Scout at 14 years old