



Anthony Todd

Mobile Developer

📍 Orlando, Florida

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🌐 <https://bohregard.com>

Skills

Kotlin/Java



Android APIs



Swift



Objective C



Education

University of Florida

Mathematics

2013

B.A.

Santa Fe Community College

Mathematics

2011

A.A.

Mobile developer for applications at scale with experience on backend services.

Profiles

🔗 bohregard
GitHub

🐦 @bohregard
Twitter

Experience

Spotify

Senior Android Platform Engineer

🌐 <https://spotify.com>

April 2022 - December 2023

Remote

- Architected the overall testing strategy for the Android application.
- Rewrote a playback testing tool called Cassette for faster playback of test captures.
- Isolated and Systemized different test suites for faster CI/PR times.
- Migrated from Gradle to Bazel over the course of several months.
- Reduced costs associated with long PR and CI times by decreasing the Dagger graph and migrating different tools from KAPT to KSP.
- Wrote guidelines and best practices on using the various libraries and APIs for other developers used in our Golden State checks.
- Wrote scaffolding tools for developers to seamlessly create new feature skeletons that included best practices and up to date tooling.
- Mentored other developers to ensure good code quality throughout the Spotify Music app.

Intrepid Networks

Senior Mobile Engineer

🌐 <https://www.intrepid-networks.com/>

May 2020 - April 2022

Orlando, Florida

- Worked on a team to build Situational Awareness applications for First Responders for both iOS and Android
- Wrote Grails code on the server to communicate with the frontend devices
- Developed an application that would allow undercover agents to record video/audio of sting operations and stream the data to the web (Ghost/Echo).
- Developed an application that allowed teams to see each other on the map and communicate using chat.
- Google maps integration to allow for marker and shape creation
- Chat application using sockets
- Socket integration for real time updates of data
- Wrote a testing suite to load test the applications for performance and scalability

Vaxcare

Lead Developer

🌐 <https://vaxcare.com>

February 2018 - May 2020

Orlando, Florida

- Lead a team of 3 to manage inventory related components for a large vaccine tracking solution
- Built a shipping platform that tracks UPS/FedEx packages from Pfizer, Sanofi, VaxServe, et cetera.
- Managed Inventory ledgers with real time updates for our Android device
- Developed a new tablet device (dubbed the VaxHub 2) with a team in China
- Developed a new App from the ground up using best practices from Google
- Room for Database, KODEIN for DI, Retrofit for web calls, Architecture Components provided by Google, Firebase for push notifications
- Developed Android code for a product called VaxHub that tracks inventory for doctor's offices
- App built in Kotlin code
- Used KODEIN for dependency injection
- Web API using Retrofit
- Implemented RxJava for functional programming
- Worked on .net Core websites to interface between the VaxHub and an MSSQL database
- Migrated apps from AngularJS and other legacy platforms to Angular
- Used LINQ and Entity Framework to interface with MS-SQL databases
- CQRS Pattern for API endpoints between VaxHub and Databases

Best Union

Lead Developer

June 2017 - January 2018

Orlando, Florida

- Developed Android/iOS theme park applications using Android Studio, Delphi RAD, Intel Multi-Engine OS, Ionic/Cordova, and XCODE.
- Worked on AngularJS/Python websites for clients to interface with our Backend solution

Matricom

Lead Developer

August 2013 - June 2017

Orlando, Florida

- Managed small team of 7 in developing Android set top boxes.
- Wrote Django sites in Python for the company.
- Wrote server side applications for the G-Box (such as OTA updater) using NodeJS, PHP
- Maintained our own version of Android Open Source Project (AOSP) for several different products.
- Wrote 10 different Android applications, including Launcher, Setup Wizard, Firmware OTA Updater, and APK OTA Updater.