

Joshua Carnide

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SUMMARY

PROGRAMMING

Java • C++
Kotlin • Swift
Python • C
JavaScript • SQL
HTML • CSS

TOOLS

Android Studio • Xcode
Git • JIRA
Vim • Postman

TECHNOLOGIES

Android • iOS
ReactiveX • OpenVPN
GraphQL • Dagger
PostgreSQL • Unix

PROJECTS

GRASP | IOS APPLICATION

Sept 2017 - Dec 2017 | UWaterloo

- Mobile platform that connects UWaterloo students with peers for tutoring services
- Wrote a **RESTful** web service in **Spring Boot** to provide course and user data from a **PostgreSQL** database and deployed it to **Heroku**

EDUCATION

UNIVERSITY OF WATERLOO

SOFTWARE ENGINEERING

Expected April 2019 | Waterloo, ON

LINKS

Github://[jcarnide](#)
LinkedIn://[jcarnide](#)
Personal Site://[jcarnide](#)

INTERESTS

- Cryptocurrency
- Mobile development
- Ping-pong
- Hockey

WORK EXPERIENCE

PAGERDUTY | MOBILE DEVELOPER

January 2018 – April 2018 | Toronto, ON

- Led the redesign of the Android app in **Kotlin** with a Clean architecture using **MVVM**, **Dagger 2** and **RxJava 2**, significantly increasing testability and scalability
- Contributed to a live updating feature on both iOS and Android that utilizes **WebSockets** to provide dynamic content updates of a user's incidents in real-time, eliminating the need to manually refresh
- Implemented a custom sort menu for the iOS app in **Swift 4** that allows users to organize incidents by various criteria and prioritize their response more effectively
- Wrote a custom logging utility in **Scala** for capturing request data across various **HTTP** services to easily debug network errors

YAHOO! INC. | ANDROID DEVELOPER, FINANCE TEAM

May 2017 – August 2017 | Sunnyvale, CA

- Developed an activity feed that featured endless scrolling, content caching using **Realm**, and multi-image rendering using **Glide**
- Designed a **GraphQL**-based database schema to represent the activity feed data
- Developed the activity feed in an MVP architecture with **Dagger** dependency injection and the Command Pattern to ensure scalable, maintainable code
- Implemented a set of app onboarding screens and custom widgets to create a fluid user experience for entering various types of user data

TUNNELBEAR | ANDROID DEVELOPER

September 2016 – December 2016 | Toronto, ON

- Built a custom Android Quick Settings tile for users to control their VPN connection seamlessly from outside the app
- Developed a feature that toggles a VPN connection automatically based on whether the current network has been marked as trusted by the user
- Implemented a split-tunneling feature that enables users to exclude certain apps from networking through the VPN, significantly improving their network speeds
- Took ownership of several releases by managing beta communities, demoing new features, and shipping builds to over a million users in the Google Play Store

BITCIRCLE INC. | ANDROID DEVELOPER

January 2016 – April 2016 | Waterloo, ON

- Implemented an application for a home automation product that consisted of a **MVVM** architecture with data binding using Google's Data Binding Library
- Built a custom **Retrofit** client with SSL and **RxAndroid** for secure, asynchronous REST API interaction
- Used **jawampa** to build a WAMPv2 client for subscribing to device status updates and making procedure calls to command devices

KIK INTERACTIVE | RELEASE & QA ENGINEER

May 2015 – August 2015 | Waterloo, ON

- Designed elaborate test suites to rigorously test all aspects of the product, including unforeseen edge cases, resulting in the discovery of various bugs