

Michael D Smith

569 Chambers St.
Spencerport NY, 14559

(585)-204-0318
mike@lavaegg.com

Senior Mobile Software Engineer with 11+ years of experience designing, developing, and delivering high-impact Android applications. Proven track record of leading cross-functional Agile teams and building robust mobile architectures using Kotlin, and Clean Architecture principles. Specialized in fintech and retail apps with expertise in, app security, analytics, and CI/CD pipelines. Adept at mentoring developers, driving releases, and solving complex technical challenges across the full product lifecycle. Passionate about creating user-centric mobile experiences and continuously optimizing performance, testability, and scalability.

EDUCATION:

Rochester Institute of Technology, Rochester, NY
Degree: Bachelor of Computer Science, December 2017
GPA 3.4

WORK EXPERIENCE:

City National Bank, LA, California: Full Time Employee
Assistant Vice President, Sr. Android Kotlin Developer (*Mar 2021 – Present, Remote*)

- Led the design and implementation of key app features including external account linking, Zelle integration, two-factor Okta authentication, and password policy updates, resulting in increased security and improved user experience.
- Architected and maintained the app's **Clean Architecture framework**, enabling extensive unit test coverage and simplifying feature modularity.
- Migrated legacy components from **RxJava to Kotlin Coroutines**, enhancing code clarity and performance.
- Designed and developed **remote feature toggle systems** and **webview event listeners** used across multiple features, improving customization and real-time user experience.
- Developed and maintained CI/CD pipelines in **Azure DevOps**; handled automated builds, tests, and deployments with minimal downtime.
- Created and executed **Espresso UI** and **Qmetry-based regression tests**, significantly reducing production bugs.
- Handled on-call **PagerDuty** support for critical production incidents, including real-time issue triage, backend log tracing, and database updates.
- Owned **Password Management** and **Feature Toggles** modules; conducted detailed analytics tracking via **Adobe Experience** leveraging complex data structures and algorithms to optimize the app's performance, resulting in increased user engagement.
- Conducted thorough **code reviews**, led multiple Android **app releases**, and created internal documentation using **Confluence**.
- Collaborated with cross-functional Agile team of up to 8 developers, along with Product Owner and Scrum Master, using **Jira** for sprint planning and backlog grooming.

Code Mentor. Freelance

Senior Android Development Mentor (*Jul 2021 – Jan 2023*)

- Provided **one-on-one mentorship** to students and professionals seeking support in Android development, including coursework, personal projects, and technical interviews.
- Diagnosed and resolved issues in Kotlin and Java codebases, offering step-by-step debugging guidance and best practice recommendations.
- Delivered detailed walkthroughs on Android components such as **Activities, Fragments, and Navigation**, emphasizing architectural patterns and clean coding principles.
- Assisted clients with setting up new Android projects, integrating third-party libraries, and configuring build tools for optimal performance.
- Supported exam and interview preparation through targeted problem-solving sessions and technical coaching on real-world app scenarios.
- Maintained a 5-star rating through consistent communication, technical accuracy, and practical, easy-to-understand instruction.

M&T Bank. Buffalo, NY: Full Time Employee

Assistant Vice President, Software Engineer II (*Jul 2020 – Jan 2021, Remote*)

- Developed and maintained enterprise-grade internal tooling for the **Self Serve App** and **Commercial Web Upgrade** initiatives using **ServiceNow (JavaScript)**.
- Engineered backend data workflows for extracting, transforming, and importing large datasets across systems using **SQL** and ServiceNow APIs.
- Collaborated with a large Agile team across business and tech units, participating in sprint planning, code reviews, and documentation using **Jira** and **Confluence**.
- Utilized secure remote development environments via **VPN, Webex, Remote Desktop**, and **GitLab** version control for team collaboration.

Wegmans, Rochester, NY: Full Time Contractor

Lead Android App Developer – Meals 2 Go Mobile App & In-Store Kiosk

(Sep 2018 – May 2020, Contractor)

- Led the end-to-end Android development of **Wegmans Meals 2 Go** mobile app and tablet-based **in-store ordering kiosk**, enabling customers to customize meals, select pickup/delivery options, and complete payments.
- Designed and implemented robust **feature toggles**, **forced update workflows**, and **analytics tracking**, supporting dynamic configuration and real-time business decision-making.
- Spearheaded clean code and **Clean Architecture** practices to modularize app layers, improve testability, and increase long-term maintainability.
- Built features across every section of the app, including an interactive **store locator map** and a fully dynamic **menu interface** with data object mapping from API responses.
- Integrated **unit tests** and participated in bug triaging and regression testing in close collaboration with the QA team, significantly reducing release issues.
- Led the **Android app release process**, coordinated cross-team efforts for deployment, and ensured smooth handoffs and documentation.
- Improved app accessibility by ensuring proper labeling of interactive elements, enhancing usability for users with screen readers and other assistive tools.
- Worked in an **Agile environment**, contributing to sprint planning, backlog grooming, code reviews, and peer mentoring.

TestaGroup LLC, Rochester, NY: *Full-Time → Part-Time Contractor*

Mobile Software Developer – Frintz App

(May 2018 – Dec 2018)

- Developed both **Android and iOS versions** of the **Frintz photo printing app**, enabling users to select, adjust, and upload photos, create accounts, and place print orders seamlessly.
- Implemented **account creation, authentication, and order workflows**, ensuring a smooth user experience and secure transaction flow.
- Engineered photo selection and editing capabilities, including **cropping, resizing, and preview functionality**, optimized for mobile UI/UX.
- Collaborated closely with a backend developer to align frontend functionality with backend **API endpoints and database queries**.
- Ensured platform consistency across iOS (Objective-C) and Android (Java), adhering to design specifications and mobile development best practices.
- Contributed to iterative testing and deployment cycles to meet project deadlines while maintaining app performance and stability.

CurAegis, Rochester, NY: *Dec 2017 – Jun 2018, Contractor*
Mobile Software Developer – myCadian App

- Developed both **iOS and Android versions** of the **myCadian health monitoring app**, enabling Bluetooth-based communication with a custom smartwatch.
- Implemented secure **account login and authentication** workflows across platforms to support synchronized user profiles and data access.
- Engineered robust **Bluetooth Low Energy (BLE)** integrations for real-time data transfer from wearable to mobile app, including background connection handling and reconnection logic.
- Displayed biometric and activity data within the app using responsive UI components tailored for health visualization.
- Optimized **Bluetooth performance** and reliability through extensive testing and platform-specific enhancements on both iOS and Android.
- Coordinated with firmware and backend teams to define consistent data protocols and ensure reliable server communication.
- Contributed to internal product validation, including functional testing, demo preparation, and early-stage user feedback.

Jorsek, Rochester, NY: *May 2017 – Aug 2017*
Software Engineering Intern – EasyDITA Platform

- Contributed to the development of **EasyDITA**, a web-based XML component content management system used for structured authoring and publishing.
- Performed full-stack development using **Java** and internal tools to support content modeling, editing, and data validation workflows.
- Collaborated with the engineering team to enhance backend services and UI features that improved documentation usability and publishing automation.
- Participated in daily standups and sprint planning within an Agile team, gaining hands-on experience with production-level software engineering practices.
- Assisted in troubleshooting and debugging integration issues related to XML parsing and schema validation.

Top Flight Pro Lab, Rochester, NY: *Aug 2016 – May 2018, Part-Time Contractor*
Lead Desktop Software Developer – School Photo Management Tool

- Designed and developed a **custom .NET desktop application** to streamline the school photography workflow, from photo capture to student data management.
- Built **scanner integration** to automatically tag student images with ID card data, enabling rapid photo association and reducing manual entry errors.
- Simplified order processing and data handling for thousands of student records, improving operational efficiency and turnaround time.
- Collaborated directly with the business owner to tailor functionality to the unique needs of professional school photographers.
- Delivered a production-ready tool that significantly reduced photo session complexity and administrative overhead for field staff.

Phoments, Honeoye Falls, NY: *Aug 2014 – Apr 2017, Freelance/Contract Intervals*
Lead Mobile Developer – Android & iOS Photo Printing App

- Independently developed and maintained **Android and iOS apps** for **Phoments**, a direct-to-print photo ordering platform for mobile users.
- Implemented end-to-end photo order workflows, allowing users to select, edit, and print photos with customizable sizes and quantities.
- Integrated a third-party photo **printing and fulfillment service**, automating order submission, high-resolution image upload, and background task execution.
- Built **in-app photo editing tools**, including cropping, resizing, and basic text overlays for personalized prints.
- Engineered a flexible **coupon code system** to support promotions and user discounts across platforms.
- Managed secure mobile payments using **Zooz API**, handling transaction flows and purchase confirmation logic.
- Oversaw full-stack coordination, including mobile UI/UX, server communication, and deployment of updates to both app stores.

Rochester Institute of Technology, Rochester, NY: *May 2007 – Aug 2014*
Student Developer & Intern – IT and Facilities Projects

- Completed multiple paid on-campus development roles while pursuing a Computer Science degree, including two internships and various software support projects.
- Designed and implemented an **automated lighting control system** integrated with the Golisano Institute for Sustainability, using **Automated Logic** to optimize energy usage.
- Developed a **QR-code-based stock reorder system** to streamline inventory tracking and replenishment across campus labs.
- Built internal tools and scripts to support campus facilities, contributing to process automation and data organization.
- Gained early experience in full-stack development, system integration, and custom tooling aligned with user-specific workflows.

Gladstone Service, Rochester NY: *2006 – 2013, Part-Time & Full-Time Intervals*
Service Assistant – Customer Operations & Maintenance

- Provided customer support and general maintenance services, including **cash register operation, tire repair, propane filling**, and full-service fueling.
- Managed **scheduled service appointments** and basic mechanical tasks, helping streamline day-to-day operations.
- Demonstrated early accountability, time management, and consistent performance in a hands-on, customer-facing environment.

Soyata Computers, Rochester, NY: *Summer 2005, Full-Time*
Game Design Instructor – Summer Tech Program

- Taught a **video game development course** to students using the **3D Game Studio** software suite and **Lite-C programming language**.
- Designed and delivered hands-on lessons covering game mechanics, scripting, and 3D environment creation.
- Fostered student engagement by guiding them through the end-to-end process of building simple, interactive games.
- Laid early groundwork for a career in software development by combining technical instruction with creative design.

GIGS

Do The F*ing Work (Mobile App)

- Designed and developed a full-stack productivity app for **Android (Kotlin)** and **iOS (Swift)**, with **PHP** backend and **MySQL** database.
- Built user flows for task creation, reminders, and motivational feedback, integrating real-time sync and mobile notifications.

Buddy Signs (E-Commerce Website)

- Maintained and updated an existing commercial website with **PHP**, integrating custom **order forms**, **payment gateways**, and dynamic system logic.

Boydnlo.ca (WordPress Development)

- Updated and maintained an existing **WordPress website** using **PHP**, improving layout, and adding features.

Team Effort (Indie Puzzle Game)

- Developed a two-player cooperative puzzle game that emphasizes teamwork and communication to complete logic-based levels. Coded from scratch with **3D Game Studio** and **Light-C**.

Starbase Defense (Indie Strategy Game)

- Built an action strategy shooter with a dynamic **base upgrade system** and wave-based enemy AI, coded from scratch with **3D Game Studio** and **Light-C**.

Plant Growth Simulation (Science Visualization Tool)

- Simulated real-time plant growth using **genetic modeling**, visualized with time lapse and articulated figure animations using **Unity** and **C#**.
- Developed for educational and artistic exploration of growth patterns and environmental interaction.

Personal Portfolio Website – lavaegg.com

- Built and maintained a personal website showcasing project portfolio, resume, and personal experience. Developed using **HTML**, **CSS**, and **JavaScript**.

SKILLS:

Mobile Development

- Android (Kotlin, Android Studio, Android Gradle, Jetpack Compose, Coroutines, LiveData, Clean Architecture, MVVM, MVP, WebView, Espresso UI Testing, YAML, Groovy, Intents, Activities, Fragments, Manifest, Google Material Design, Android Broadcast Receiver, Android Navigation Drawer, Data Binding)
- iOS (Swift, Objective-C, XCode, Interface Builder)
- Cross-Cutting: Unit Testing, Accessibility, App Release Process, Play Store/App Store Deployment

Backend & Integration

- RESTful APIs, PHP, MySQL, Azure DevOps, CI/CD Pipelines, GitHub, GitLab, Server Communication, Zooz Payment Integration, Google API's, FaceBook API's,

Architecture & Methodologies

- Clean Code, Clean Architecture, SOLID Principles, Design Patterns, MVC, MVVM, MVP, Feature Toggles, Modularization, Dependency Injection

Testing & QA

- Espresso, QMetry, Experitest, Regression Testing, Gherkin, Adobe Experience Analytics, SonarQube, Checkmarx

Tools & Platforms

- Android Studio, Xcode, Jira, Confluence, ServiceNow, Microsoft Teams, Webex, VPN, Remote Desktop, PagerDuty, App Center, LinkedIn Learning, Adobe Target,

Programming Languages

- **Kotlin**, Java, Swift, Objective-C, C#, Python, PHP, HTML/CSS, JavaScript, XAML, Light-C

Other

- Identity & Access Management, Game Development, Bluetooth Integration, XML Processing,

WordPress

References available upon request.