

Brian Guertin

Android Software Engineer

GrubHub September 2017 - Present

- Introduced MVVM architecture to modernize Android app's code base
- Refactored legacy code to increase maintainability and improve automated test coverage
- Mentored junior/senior engineers, participated in code review, established coding guidelines
- Collaborated with designers and product managers to deliver new and improved features
- *Technologies used: Android, Java*

Android Software Architect

Foodler (acquired by GrubHub) March 2015 - September 2017

- Led development of highly rated Foodler app for Android, including rearchitecting legacy code to improve stability, performance, and developer productivity
- Implemented responsive designs for foodler.com, and created HTTP APIs for Foodler's mobile apps
- Actively contributed to product design, user experience, and technical discussions
- *Technologies used: Android, Java, Kotlin, Scala, HTML/CSS, JavaScript, PostgreSQL*

Mobile Application Developer

edX September 2015 - September 2016

- Provided software architecture guidance for the open-source edX Android app to improve code quality and automated testing
- Mentored and evaluated junior/senior engineers via technical discussions, pair programming, and code reviews
- *Technologies used: Android, Java*

Senior Software Engineer

RelayRides (now Turo) December 2010 - March 2015

- Independently created RelayRides' Android app, outpacing iOS/web teams while leading further development
- Implemented responsive mobile web design, saving months of development versus a dedicated mobile site
- Worked closely with UX teams, mentored engineers, and partook in code reviews
- Optimized front-end, server, and database to support RelayRides' national expansion
- Developed first version of RelayRides' web site, with designs created through Google Ventures
- *Technologies used: Java, Spring, Hibernate, HTML, CSS, JavaScript, MySQL, Linux, Android*

Education

Self-Taught April 1991 - Present

- Assembled my own PCs while in elementary school, and installed operating systems
- Started programming at age twelve, studying books and CD-ROMs from the local library
- Continued to program and learn in my free time, causing countless segmentation faults
- *Technologies used: C/C++, SDL, Python, HTML 4.01, MS-DOS, Fedora Core, a screwdriver*

Skills / Interests

- Quick to master new programming languages, tools, projects, and coding practices
- Passionate software engineer, hobbyist video game developer, and desktop linux user
- Amateur bartender, chef, musician, photographer, and philosopher