

# Brian Guertin

contact@brianguertin.com • (401) 267-8487 • in/brianguertin • brianguertin.com

## Principal Android Engineer

**JOINGO (acquired by Sightline Payments LLC)**

*December 2018–Present, Las Vegas, NV*

Led development of Joingo's Android app framework, which powers apps for 60+ casinos. Created iOS and web ports using a single multiplatform codebase.

*Kotlin, Android, Swift, iOS, JavaScript, HTML/CSS, Compose Multiplatform*

## Senior Software Engineer

**GrubHub**

*September 2017–March 2018, New York, NY*

Collaborated in design and implementation of new app features. Led efforts to increase automated test coverage and improve coding standards.

*Java, Android*

## Lead Android Engineer & Full-stack Web Developer

**Foodler (acquired by GrubHub)**

*March 2015–September 2017, Boston, MA*

Led development of highly rated Foodler app for Android (100K+ installs, 4.5 stars). Created backend APIs and implemented responsive web designs. Actively contributed to UX and technical decisions.

*Java, Scala, Kotlin, Android, HTML/CSS, JavaScript, PostgreSQL*

## Senior Software Engineer

**edX (part-time)**

*September 2015–September 2016, Cambridge, MA*

Provided Android expertise and accelerated development of edX's open-source Android app. Mentored engineers via technical discussion, pair programming, and code review.

*Java, Android*

## Senior Software Engineer & Android Lead

**Turo**

*December 2010–March 2015, San Francisco, CA*

Created Turo's original website and Android app (500K+ installs, 4.5 stars). Optimized backend to scale with massive growth. Worked closely with UX teams and mentored engineers as a full-stack developer.

*Java, Android, JavaScript, Spring, Hibernate, HTML/CSS, MySQL, AWS*

## Education

**Self-Taught**

*April 1997–Present, Earth*

Assembled my own PCs since elementary school. Independently studied programming as a personal passion since age twelve, causing countless segmentation faults.

*C/C++, Python, SDL, HTML 4.01, Fedora Core, Windows 95, a screwdriver, etc.*

## Skills / Interests

- Expert in Kotlin, Java, Python, TypeScript, C++, and proficient in all major programming languages
- Obsessed with software architecture/correctness, indie video game development, and open-source
- Never-ending desire to grow as both an individual contributor and technical lead