

Kaitlyn Anderson she / her

Mobile Engineering Manager • Portland, OR or Remote

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CORE QUALIFICATIONS

MANAGER

- Strong communicator with deep care for mobile products and team members.
- Emphasis on helping reports grow by focusing on professional development goals.

SPEAKER & LEADER

- Comfortable and confident when speaking to a crowd and sharing opinions and ideas.
- Packages and delivers information in a respectful, tactful, and understandable way.

PROCESS CHAMPION

- Engineering partner through full product development life-cycle.
- Facilitates agile meetings like stand-ups, retros, and demos.
- Experienced with agile teams in Kanban and Scrum style cadence.

CUSTOMER MINDSET

- Strong suit in communicating with current or potential clients about product offerings and integration.
- Appreciates the value of a close working relationship with product to ensure strong product vision and no big surprises for the development team.
- Understands the need for User Experience to be looped in early to iterate and improve upon designs before the feature is on the developers plates.

EXPERIENCE

STREEM Portland, OR

SEPTEMBER 2022 – CURRENT | ENGINEERING MANAGER

- Managing many different roles including automation engineers, native mobile engineers, and react native engineers
- Adapting to new company direction of building in React Native, hired on multiple new React Native engineers, and helping to lay the foundation for the new React Native SDK

APRIL 2021 – CURRENT | ANDROID ENGINEERING MANAGER

- Lead the Android team to build, release, and maintain the Android app and SDK.
- Balanced coding, prioritizing upcoming features, and advocating for Android platform and engineers.
- Mentored and grew direct reports' skills, leading to two promotions within the team.
- Interviewed, hired, and onboarded new Android team members.

SEPTEMBER 2019 – APRIL 2021 | ANDROID ENGINEER

- Worked from early days of Android SDK development through release and maintenance.
- Lead team on integrating connection services into the Android SDK.
- Took on many leadership opportunities within the organization.

SKILLS

PROGRAMMING

Proficient:

Kotlin • Java • XML • Git
Android Studio • Jira

Experienced:

Swift • Javascript • Gradle

Familiar:

C++ • Python • Arduino

EDUCATION

HARVEY MUDD COLLEGE

B.S. IN COMPUTER SCIENCE

Claremont, CA

GPA: 3.22*

* Dean's List Spring 2014-May 2016

LEADERSHIP ROLES

MENTOR

JULY 2020 - PRESENT

- Mentor to 4 mentees through PDX WIT, 3 of whom received job offers.

CONFERENCE SPEAKER

DECEMBER 2021 | DEVFEST NYC

- Android StudyJam: MotionLayout Codelab

DECEMBER 2020 | WWC CONNECT FORWARD CONFERENCE

- Building Beautiful Android Animations with Motion Layout

JULY 2017 | ANDEVCON

- Layout Lessons

EXPERIENCE CONTINUED

EBAY Portland, OR

APRIL 2018 – SEPTEMBER 2019 | ANDROID ENGINEER

- Iterated and improved upon the Android eBay app which has 100M+ downloads.
- Built new features and improved upon existing features within the seller's experience domain.

UNCORKED STUDIOS Portland, OR

JUNE 2016 – MARCH 2018 | ANDROID DEVELOPER

- 15 months of contracted work on Adidas All Day application with Adidas developers and designers.
 - Worked with team to take All Day from concept to a released app with tens of thousands of users.
- Work on several in house skunkworks projects.
- Leader and facilitator on Uncorked's Diversity Action Committee.

FEBRUARY 2016 - MAY 2016 | ANDROID DEVELOPER CONTRACTOR (REMOTE)

- Tested in progress applications via newly introduced Espresso UI testing.

MAY 2015 - AUGUST 2015 | ANDROID DEVELOPER INTERN

- Assisted with development of software for the company in various contracts in play over that summer.
- Worked on the cutting edge to make Uncorked's applications compatible with the Android M release, including newly introduced runtime permissions overhaul.

GIMBAL San Diego, CA

SEPTEMBER 2015 - MAY 2016 | IOS DEVELOPER INTERN

- Developed an iOS application in Swift that utilized sensor data to track and map movement and location of a user.
- Leveraged complex engineering algorithms including a particle filter and dead reckoning.

NGP VAN Washington, D.C.

MAY 2014 - JULY 2014 | SOFTWARE DEVELOPMENT INTERN

- Participated in all agile processes and worked in C#.net on bug fixes and one major feature.