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David Andreoletti

Contract Software Engineer & Project Manager

Carrier objectives

current	Contract Software Engineer, Project/Product Manager with extensive experience with libraries/mobile/server applications in Java, Javascript, Objective-C, C and C++.
seeking:short-term	Project+Product Manager role with hands on development, preferably in small team while working on technically challenging projects as well as economically sound business ventures
seeking:long-term	Engineering manager

Work Experience

Jun 2015 – present

Contract Software Engineer/Project Manager, *IO Stark*, Taiwan

Contract Software Engineer / Project Manager

Axiata XL (Mobile Telecom Operator): Developed Telco backend to remotely provision internet to new subscribers's home

Axiata XL (Mobile Telecom Operator): Project Manager on an innovative Android TV launcher app: technical feasibily, Google certification compliance, architecture design

Swarm (Lung Cancer Detection): Held several roles: iPad app project manager, clinical trial design/planning/execution, machine learning model result comparison

Blocks (Modular Smartwatch): Co-develop Smartwatch Android app: Heart/Weather capability

Bubboe (Facebook for travelers for travel agencies): Co-develop Android mobile app; in app tchat messaging, user location tracking/mapping, rollcalling, testing, stackholder+project management

Acaia (Replicable brewing recipies): Co-develop Android mobile app: brewing recipe replication graphs, user identity

Gogoro (Electric scooter): Held several roles working on Gogogo's iconic V2 scooter dashboard: nearest battery station direction adjustment, field testing, stackholder+project management

Homido.com (VR Video Playback): Ported Homido VR Player iOS app to Android

Software Engineer

Developing a 2D video game for mobile

Mar 2019 – Feb 2020

Project Manager / Backend Software Developer, *Inline Ltd*, Taiwan

Co-developed reservation integration between company's reservation system and 'Reserve With Google's for multiple markets: Taiwan, HK, SG. Increased monthly total reservation 2x.

Investigated + Reduced SMS cost usage at scale by switching/negociating pricing with leading SMS.

Co-leaded investigating/organizing efforts to find/resolve 1 year+ long reservation sync slowness/failures across devices.

Sep 2014 – Jun 2015 **R&D Manager / Software Architect**, *Toro Ltd*, Taiwan

Software Architect

Co-selected languages/frameworks/tools (C++11, Python, Volley, Boost C++, CMake, ...), designed/evaluated API Architectures, set coding standards (code reviews, coding style, unit testing standards, ...).

R&D Manager on 1 R&D software project (4+ engineers)

Supervised 4+ engineers directly on new flagship product for the company for Android/iOS.

Technical Recruiter

Screened 10+ engineering resumes. Interviewed 5 engineering candidates. Hired 1 Android UI/UX engineer. Scrum master.

Jun 2013 – Sep 2014 **R&D Manager and Lead Android Software Engineer**, *Toro Ltd*, Taiwan

Lead Android/J2SE Software Engineer on J2ME Device Emulator (MicroEmulator)

Simplified JSR118/257/120 event handling. Co-added native Android application behaviour to J2ME Device Emulator keeping JSR118 compatibility. Specified LocalPush API for MIDlet. Specified Push Notification API for MIDlet and implemented for Android platform.

R&D Manager on 4+ R&D software projects (10+ engineers)

Android/J2SE Microemulator: Major refactoring to support new features for the company's flagship product: Valyou Wallet.

Windows Phone 8 Microemulator

Porting J2ME Device Emulator Microemulator to Windows Phone

Unit Testing infrastructure

Unit test execution and reporting automation used by 20+ engineers for Android/Windows Phone platforms. Reduced writing unit test cost and regression bugs by about 50% across 2 platforms.

Wallet Translation tool

Speed up exporting Wallet space APIs to SDK space.

Technical Recruiter

Screened 30+ engineering resumes. Interviewed 8 engineering candidates. Hired 2 engineers. Scum master, task assignment, roadmap planning, team building and company policy writing.

Oct 2012 – May 2013 **Lead Android Software Engineer**, *Toro Ltd*, Taiwan

Ported T-mobile™ NFC Mobile Wallet to Android platform (using J2ME Device Emulator).

Introduced CI (Jenkins, Release scripts) for all commercial releases, reduced humans interaction/errors and promoted project/ticketing software (JIRA) within Mobile Department.

Jun 2012 – Sep 2012 **Senior Android Software Engineer**, *Toro Ltd*, Taiwan

Implemented 'Fin@Net' mobile payment prototype enabling offline payment between a MIFARE Desfire EV1 card and an Android mobile device acting as Point Of Sale (POS): card balance, topup and debit features.

Led (guidance and technical solutions) 1 UI/UX engineer and 1 Backend engineer

Liaised with 3rd party Tech Leads to ensure expected outcomes, specifications were understood.

Iterated fast over new requirements specified throughout the project.

May 2011 –
May 2012

Android Software Engineer, *Toro Ltd*, Taiwan

J2ME Device Emulator for Android platform

Added support for JSR-257(full), JSR-117(SIM-SE subset via SIM Alliance Open Mobile library), JSR226 with Tech Lead (parser/render only), runtime images selection based on screen resolution keeping JSR118 compatibility. Wrote J2ME Device Emulator (Android) build system (platform independent, config file based instead of script tweaking): reduced build/setup cost from days to hours on T-Mobile wallet and PayezMobile projects. Simplified codebase maintainance: single codebase instead of a codebase per customer. Codebase refactoring, bugs fixing before adding new features (whenever possible).

Port J2ME "PayezMobile" payment application to Android and Blackberry

Communicated with Gemalto and Credit Mutuel, CIC banks about requirements, release planning, software delivery, bug fixing. Fixed major security hole in payment flow. Converted touch screen solution to fit non Blackberry devices. Fully automated build process (compilation and signatures) for all 16(Blackberry)/8(Android) releases flavours.

Tapp8

Implemented UI for Tapp8 POC (in Java J2ME). Tapp8 enables mobile payment for Taiwan taxis. Implemented in J2EE Client & server for Carrefour Demo POC.

Oct 2010 –
Apr 2011

Junior Web Software Engineer, *NCR Corporation*, Scotland

Improved mobi-web™'s web scrapping (Javascript/JQuery), UI components, device capabilities detection (JS, CSS, Cookie support) technologies to deliver mobile optimised websites for feature phones and smartphones. Used: Spring Web Flow, JSP, HTML, CSS. Trained offshore team to develop mobi-web™ enabled mobile websites (lectures and practicals). Scrum attendee.

Sep 2010 –
Oct 2010

Junior Web Software Engineer, *Mobiqa Ltd (NCR acquisition)*, Scotland

Added UI and settings improvements (request headers/user prefs) on iPhone Test Harness app to test mobi-pass™ platform. Implemented Flight Status and Flight Booking features for Ryanair's mobile version using mobi-web™ and Spring Web Flow (flow), JSP, XHTML and CSS (UI) and Canoo Web Test (Unit test). Scrum attendee.

Jan 2010 –
Sep 2010

Junior Software Developer/Tester/Sys Admin, *Infographics UK Ltd*, Scotland

Enhanced company's issue ticketing software (Asp.Net 3.5) to customer/internal demands. Refactored database (Transac-SQL). Implemented (Powershell 2.0) Hyper-V virtual machines backup script. Managed Active Directory/Exchange users and computer resources. Ensured 99% servers availability. Beta tested FloSuite products and customer issues.

Apr 2007 –
Aug 2007

Software Developer Intern, *TIMA Research Laboratory (CNRS/INPG/UJF)*, France

Designed (UML 2.0), implemented (Java 1.5) tool to help researchers evaluate experimental CMOS sensors performance.

May 2006 –
Jun 2006

Software Developer Intern, *General Hospital IT Dpt (CHU)*, France

Co-analysed (UML 1.0), co-designed and co-implementated wizard (VB.Net/XML) to generate database schema information. Planning meeting with the Lead developer and report progress.

Education

2008-2009 **Master (Msc) Computer Science and Software Engineering**, *The University of Edinburgh*, Edinburgh, Scotland

MSc Project : Gather Real-time information about a ball throw using experimental inertial motion capture technology devices called Specknet. Team Project : Co-Implemented (5 students) in Java a virtual reality ball throwing game using Specknet devices. Implemented in C++ marching cube algorithm to display voxels Isosurface. Implemented in C++ skin deformation algorithm while bending an arm. Designed efficient algorithms for theoretical parallel architectures. Implemented in C/MPI API algorithm to sort a sequence of numbers in a computer cluster.

2007-2008 **Bachelor (Bsc) Computer Science**, *Edinburgh Napier University*, Edinburgh, Scotland

2006-2007 **Licence in Information Systems Computer Science and Software Engineering**, *Pierre Mendes-France University*, Grenoble, France

2004-2006 **HND (DUT) Computer Science and Software Engineering**, *Pierre Mendes-France University*, Grenoble, France

2001-2004 **A Level in Scientific Sciences (Bac S) Computer Science and Software Engineering**, *Marlioz College*, Aix-les-Bains, France

Technical Experience

proficient

Backend	Python 3.8+, Javascript ES6+
Web	Javascript ES6+
Mobile	Android SDK r11+, iOS SDK 4.0+, JSR118, JSR226, JSR257, JSR177, Junit, JDK6+, C++/C, Swift 2.0
Datascience	Pandas v2+
Technical Writing	LaTeX, Javadoc, Doxygen, Markdown
CI/CD	Github Action, Gitlab, Hudson/Jenkins
Source management	Git, Mercurial
Editor	Vim, IntelJ based IDEs (Pycharm, IDEA, etc), Xcode
Workload orchestration	Kubernetes 1.17+, Docker, Podman
Administration	bash, zsh, posix shell
OS	macOS, Debian based OS, Fedora
Miscellaneous	UMI 1.0/2.0, Assembly 68K, AppleScript, Boost.Test, SenTestKit

competent

Smartcard	ISO-7816-4, MIFARE Desfire, JSR139
books	The Pragmatic Programmer, Effective Java

FOSS (selected)

2023-2024 **openwrt**
Enterprise/Home router. PRs: 8

2023-2024	**armbian**
	Debian derivative OS for ARM devices. PRs: 2
2023-2024	**snapos**
	Low latentcy audio multiroom. PRs: 1
2023-2023	**pass-import**
	Strengthen 1Password import. PRs: 3
2023-2023	**homebrew-core**
	better vmaf support on macOS. PRs: 1
2020-2023	**ffmpeg**
	Support drawing text on a per frame/file basis. PRs: 0
2013-2013	**libegl**
	EGL is an interface between Khronos rendering APIs (i.e OpenGL ES) and the underlying native platform windowing system (iOS). Written in C99/Objective-C 2.0. Now inuse at structural and earthquake engineering company: CSi. PRs: 0
2023-2023	**pandera**
	Precision Data testing framework. PRs: 2
2013-2013	**boostoniphone**
	Helper script to cross compile Boost C++ as fat static library (i386/armv6/armv7) for iOS. PRs: 0
2015-2015	**poco**
	PRs: 2

Honors

| First class honors | Napier University, BSc Computer Science |
| 3rd best student | Licence in Information Systems |

Languages

English **Fluent**   French **Native**   Mandarin Chinese **Beginner**

Certifications

| Coursera | **Learning How To Learn** |

Interests

Handball	France: (National Young Hopeful) - Competition: 7 years. 3rd runner-up team 2006/2007 French National Championship. Taiwan: National Taiwan University: 2 years
Swimming	France: (National level) - Competition: 5 years - 12th best team in 2001/2002 French National Championship.
Investing	Value Investing, Shipping
Personal Development	Lafay+HIT, Productivity using Pareto Law, Lifestyle design, Seduction

Recommandations

Available upon requests