Scott Weeden-Moody

New York, NY

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Expert Android developer and software engineer adept in creating and maintaining high quality, robust software systems and products.

Senior Android Engineer, *Aura Home*
March 2024 – September 2024 | New York, NY

Platform engineer for Aura digital photo frames

- Worked on power state management and features for unreleased prototype hardware

- Owned end-to-end delivery of fixes to storage and logging, stopping premature end-of-life hardware issues for customer frames

Software Development Engineer (SDE) II, *Amazon*
May 2014 – January 2024 | New York, NY

Software developer engineer for Comics Core, working on the *Comics* and *Kindle* apps

- Multi-year migration of the Comixology stack to the Kindle stack, porting a large number of mobile app features and the entire Comixology user base

- Integrated mobile web storefront, including web-to-native bridging, custom endpoint control, certificate pinning, and on-boarding to internal Amazon frameworks

- Integrated key library performance improvements, including integrating C++ native code, enabling huge performance improvements for large user libraries

- Implemented and launched various app migration and deprecation experiences, including new UI wizards and remote feature dial-ups to ensure smooth user migration from Comixology to Amazon

Android Developer, *Comixology*
Oct. 2012 – May 2014 | New York, NY

Developer for the Comixology Comics, DC, and Marvel apps

- Refactored, redesigned, and migrated entire store front to modern UI architecture, dramatically improving user experience

- Reworked the entire database and storage layer, increasing code readability and hand-tuning performance, esp. in SQLite queries

- Implemented support for Google Play in-app billing and a custom shopping cart experience, including UI and back-end support

Android Developer, *MLB Advanced Media*
Jan. 2011 – Oct. 2012 | New York, NY

Developer for the MLB.com At Bat and At the Ballpark apps

- Implemented and refactored scoreboard, team, and stats sections; improved core services including in-app purchases, fast location updates, and user identity
- Principle implementer of tablet user experience, including responsive layouts and activity to fragment refactors

Education

BSc CS, *University of South Florida*
2005 – 2009 | Tampa, FL

- Special study in database design, algorithm analysis, computer geometry algorithms, web application development, and computer networks

Skills

Programming Languages
- Java
- Kotlin
- Python
- SQL
- JavaScript

Tools and Frameworks
- Android
- Room
- Gradle
- Jenkins