Walnut Creek CA   **D ANIEL N UGENT**   DANIELNUGENT@gmail.com

EMPLOYMENT

Senior Mobile Engineer	Hatch Baby Inc	2020 - 2025

- Shipped features for Android and iOS, partnering with design and product to deliver user-focused experiences.
- Modernized the Android app using Kotlin, Coroutines, Flow, and MVVM/MVI architecture, improving performance and maintainability.
- Delivered major product launches and design refreshes on schedule, ensuring consistency and quality across platforms.

Senior Software Engineer	Bluecrew	2019 - 2020

- Delivered new features and bug fixes in the Android app (100% Kotlin).
- Led major architecture rewrite (75% of codebase), migrating from MVP to MVVM

Senior Software Engineer	Turo	2018 - 2019

- Developed and maintained features in the Turo Android app (Kotlin/Java), collaborating with design and product teams to implement a major vehicle delivery flow redesign.

	Open Garden	2015 - 2018

- **Tech Lead Engineer** (2017 - 2018), Advanced the Software Engineer role by taking on technical ownership of app architecture and reviewing UI/UX designs to ensure alignment with product and engineering standards.

- **Software Engineer** (2015 - 2017): Implemented core app functionality for cryptocurrency payments and P2P internet sharing in the Open Garden app.
- Developed and maintained core Android features for FireChat, including private and group messaging functionality.

Software Engineer	Birdstep Technology	2004 - 2015

- Led development of Birdstep's WiFi Offload product for Android, a system app built in Java and pre-installed on over 10 million devices for a major U.S. mobile operator.
- Previously contributed to the EasyConnect desktop application (Visual C++/Qt/WebKit), enabling WWAN connectivity on hundreds of thousands of laptops with embedded broadband modems.

EDUCATION

College Park, MD	University of Maryland	1998 – 2001

- **B.S. in Computer Science, December 2001**
- Coursework: Organization of Programming Languages; Discrete Structures; Data Structures; Computer Systems Architecture; Design and Analysis of Computer Algorithms; Software Engineering; Database Design; Human Computer Interaction; Programming Language Technologies and Paradigms; Applications of Probability and Statistics;

LANGUAGES AND TECHNOLOGIES

- Kotlin, Coroutines, Flow, Java, Swift, Objective-C, C/C++, JavaScript/TypeScript, SQL; Jetpack Compose, Retrofit, Dagger/Hilt, Koin, RxJava, Epoxy, Room, SwiftUI, UIKit; AI/automation pipelines; MVVM, MVI, MVP, Clean Architecture; Git, SVN, Mercurial; Jenkins, GitHub Actions, CircleCI, Fastlane; Android Studio, Xcode, VSCode, Visual Studio, Eclipse, Emacs