

# Cyril Findeling

## Android Engineer

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## Work Experience

2022 - 2023 **Mojo**, *Android*, permanent

App to create and share short videos based on multi-media templates for Insta Stories, Reels, TikTok, Youtube Short, etc:

- Development and refactoring on various features: onboarding, home-page, profile, paywall, editing, timeline, etc.
- Analytics, A/B testing and monitoring with Amplitude, Firebase and Google Play Console.
- CI/CD process and weekly release: testing plan, open beta, metrics, follow-up, Waldo automated tests, Bitrise and Firebase deployment.
- Tech: Kotlin (and Java), ExoPlayer, FFmpeg, Compose, Coroutine Flows, KotlinX Serialization (and GSON), Retrofit, Dagger/Hilt, JUnit, Espresso.

2020 - 2022 **Powder**, *Android*, freelance

App to watch, edit, and share video game clips:

- Wrote the app from scratch: feed, comments, editing, sharing, video library, connection to Switch, Xbox, Playstation and PC.
- Screen recording plugins: Android (Kotlin, MediaProjection, AudioRecord), iOS (Swift, ReplayKit), Unity (Java/ObjC-C# bridges).
- Tech: Kotlin, ExoPlayer, FFmpeg, LiTr, Compose, Coroutine Flows, KotlinX Serialization, Retrofit, WireGRPC, Koin.

2019 - 2020 **Molotov TV**, *Android*, freelance

App to watch live, on demand, and offline videos (TV and streaming):

- Reworked parts of the app in Clean Arch with Coroutine Flows, KotlinX Serialization, Retrofit, Room, NavGraph, DataBinding, MVVM, Design System, Gradle KTS & BuildSrc.
- Extracted a Video Player SDK from the app for use in other projects.
- Integration of a 3rd-party SDK and interface with ExoPlayer for downloading and offline playback.

- since 2018 **Alfi Technologies**, *Fullstack mobile*, freelance, recurring  
 Platform and app to manage concrete delivery on construction sites:
- Put back in order the back-office (Ruby on Rails, PostgreSQL, Docker) and Android app (RubyMotion).
  - Rewrote the app from scratch to make it maintainable and reliable in poor network conditions: Clean Arch, Coroutines, Flows, Retrofit, Room, KotlinX Serialization, Databinding, WorkManager.
- 2019 **BNP Paribas**, *Android*, freelance, recurring  
 Improvements on **Generation Care**, a remote medical monitoring app for elderly people using memory games, smart devices, monitoring graphs: Kotlin, Java, RxJava, IoT.
- 2018 **TF1**, *Android*, freelance  
 Audit of the Video Player SDK used in multiple Android apps at TF1, participation in redesigns and improvements: Java, Kotlin, SonarQube.
- 2015 - 2018 **eduPad**, *Mobile Fullstack*, permanent  
 Developement on **Monster Messenger**: a secure messaging app for children and their families: Android (Kotin), iOS (Swift) and Backend (Ruby On Rails) for the API and back-office (moderation and admin).
- 2015 **Voxler**, *Gameplay Programmer*, internship, 6 months  
 PS4 & Xbox One Karaoke Game: **Let's Sing 2016**: Unity, C#, Gameplay, Voice Engine, GUI, Sounds integration, TRC compliance.

## Education

- 2012 - 2015 **ENSIIE engineer**, *JIN section with Telecom SudParis*  
 Centrale-Supélec exam. Mines-Telecom Institute.  
 Measurement and Integration Mathematics L3 in parallel at UEVE.
- 2010 - 2012 **MPSI and MP\* prep school**, *Jacques Decour then Condorcet*

## Other Experience

- Freelance Many short missions in 2018-2020 (omitted above).
- Teaching Android development at EFREI & ENSIIE since 2019.
- Interviews Technical screening for freelance company Comet.
- Guitar Acoustic, electric and bass at a conservatory since 2001.
- Hobbies Climbing, music, board games, video games.

## Languages

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|----------|-----------|-----------|--------------|
| French:  | Native    | Spanish:  | Intermediate |
| English: | Bilingual | Japanese: | Basic        |