Jared Mavis

Bay Area, CA

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Summary

- Software engineer with 6 years of experience in mobile, web, and backend work.
- Taken initiative and leadership roles in the completion of several projects from the initial stages to the hands of users. Called a "de facto leader and go-to person of the team" by management.
- Skilled at breaking down problems to design robust solutions to medical device standards.
- Collaborates with diverse teams to smoothly deliver quality user experiences.

Experience

Leave of absence

- Took time off to recover from a medical condition and take a sabbatical. Now energized and excited 10/2018 - Present to return to full-time contribution.
- Actively volunteer in community events and park cleanups.
- Skills kept up to date by taking courses and building projects in Android, Ruby, Ruby on Rails, Kotlin, React, and AWS.

VitalConnect

Senior Mobile Software Engineer   11/2015 - 09/2018

- Spearheaded the development of an Android Java library, enabling seamless integration with Bluetooth medical devices and efficient data upload to SQL databases.
- Streamlined software delivery processes, transitioning release timeline from monthly to weekly cycles while maintaining high quality standards.
- Ensured compliance with FDA regulations by creating comprehensive coding guidelines, instructions, and detailed documentation specifications.
- Boosted development and testing efficiency through automation of common tasks using Python, Node.js, and Bash scripts.
- Made significant contributions to product development, from conceptualization to customer release, and provided mentorship to junior team members.

Cloud Parity/Brilliant Lime

Member of Technical Staff   09/2013 - 11/2015

- Led mobile development efforts using Cordova, guiding projects from inception to production readiness on iOS and Android platforms.
- Managed external QA teams to ensure consistent quality and simultaneous releases on Google Play and Apple Store.
- Collaborated closely with UI designers to prototype new features, facilitating rapid feedback cycles.
- Developed and implemented coding standards, project management tools, and automation solutions.
- Designed and implemented location matching algorithms using native Android and iOS APIs and contributed to backend Django API development.

UCSC Social Sciences Department

Freelance Developer   09/2011 - 04/2013

- Echo Research App: Quickly learned large code base and created significant weekly releases to deliver a successful application on schedule.

- SlugMood: Was lead programmer for a team of 7. Communicated with client to solidify requirements, create UI mockups and delivered a timely release.

Skills

Java, Testing, FDA Documentation, Python, Android, Kotlin, Ruby, JIRA, Agile, Javascript, HTML, SQLite, Web APIs, C++, Bash, Documentation

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Education

University of California Santa Cruz

BS Computer Science: Game Design   06/2013

- Game Design Capstone Project - Producer, Lead Programmer and Scrum Master for a cross-disciplinary team of 20.
- President and Vice-President of UCSC ACM.