

James Clement

Senior Android Developer

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Profile

A skilled and experienced Android developer with a passion for crafting polished and intuitive mobile experiences. My senior roles have provided me a very high level of responsibility, conditions I both enjoy and thrive in. As I have progressed as a developer I have garnered a particular interest in front-end development and product ownership – projects that require a keen sense for strong UX, afford the opportunity to work alongside designers, or allow scope for influencing the product vision are therefore of special interest to me.

Key Skills

- Android (Java)
- Hybrid Development
- SOLID Principles
- Mockito, Espresso, Robolectric
- Product Design
- Agile Development
- TDD
- Custom View Creation

Experience

9+ years commercial development

6+ years android development

4+ years as senior developer

13 released apps

Brightmile (Contract, Extended)

February 2018 – February 2019

Senior Android Developer

Working with our designer I was responsible for the entire front-end implementation of the app as well as working with the Head of Product to invent and implement numerous features aiding user engagement, particularly in the area of gamification.

I also worked alongside a fellow Android engineer to maintain and improve the core driving detection and analysis engine, as well as two web developers in integrating the modular cross-platform elements of the application.

Just Eat (Contract, Extended)
June 2017 – December 2017

Senior Android Developer

Responsible for remodelling and extending the systems used to track and influence customer behaviour in the Just Eat Android applications, covering 2.5 million monthly active users globally.

As part of a cross functional team of six, we delivered a significantly more stable and informative solution for the rest of the business to take advantage of, while also integrating multiple new tools to assist Just Eat's marketing department in engaging directly with their customers and advising on architectural changes elsewhere within the codebase.

- Award: Winner 'Best Use of Technology' Just Eat Hackathon
Created an augmented reality menu integrated into the existing app, allowing customers to see their orders before buying.

Gamesys

October 2013 – June 2017

Senior Android Developer

While at Gamesys I developed 10 separate gaming apps for major names across both the US and UK, including Virgin and Hasbro. After being promoted to the team's senior developer I became responsible for guiding the technical direction of all our Android & Android hybrid mobile applications, taking lead on new projects and proposals, liaising with senior product management and external teams. I also stepped up my influence in product ownership; proposing, designing, pitching and ultimately building a number of new features to enhance the player experience in our existing apps, as well as an entirely new venture into VR gaming.

- Award: Patent awarded for app installation (outside of Play Store) wizard

Mirada

February 2011 – October 2013

Java / Android Developer

Cheshire Datasystems

August 2009 – August 2010

Software Technician

Personal Projects

Fantasy Football Assistant

App providing score predictions for the official Premier League Fantasy Football game.

<https://play.google.com/store/apps/details?id=com.gorogue.fplassistant>