Chuck Stein

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Work Experience

Pinterest
Android Engineer II   *November 2023 – Present*
- Perform experimentation across various product surfaces with the goal of increasing user retention and engagement

WHOOP | Boston, MA
Android Engineer II   *August – November 2023*
- Acted as interim supervisor for an Android Developer Co-op while completing projects as an individual contributor

Android Engineer   *June 2022 – July 2023*
- Architected a complex app flow involving user input, navigation, Bluetooth device communication, state serialization and restoration, backend service calls, and interaction with a JNI library
- Closed a 6-month progress gap between Android and iOS so that both platforms can release a feature simultaneously
- Fulfilled release coordinator duties by testing and deploying the app to the Google Play Store
- Monitored safe rollouts of any changes to production code by use of feature flags
- Created a reusable fuzzy search algorithm after recognizing the need to fix a frustrating search experience in the app
- Developed a Retrofit wrapper interface to remove boilerplate and centralize best practices for network error handling
- Updated our version of Compose by adopting the Bill of Materials and writing a Gradle plugin to integrate Compose with any feature module, after pushing for prioritization of this important dependency update to meet design needs

Android Engineer (Co-op)   *January – June 2021*
- Surpassed responsibilities as an Android Engineer by fulfilling backend needs and completing full stack projects
- Designed, implemented, and documented backend infrastructure critical to a major hardware release

Tripadvisor | Needham, MA
Full Stack Software Engineer (Co-op)   *January – June 2020*
- Expedited a GDPR compliance project by designing a frontend communication layer between a 3rd party cookie consent tool's JavaScript API and our Google Tag Manager containers and backend personalization tracking service
- Refactored a cookie management system to accommodate newer web standards
- Rebuilt UI components to meet an updated spec for a project to remove technical debt from a decades-old codebase

Bose Corporation | Framingham, MA
Software Engineer for VR/AR Research & Applications (Co-op)   *January – July 2019*
- Built first prototypes and demo experiences for an audio augmented reality platform
- Pitched and demoed to stakeholders to gather support and sponsorship for a new research project
- Designed three iOS apps and a desktop audio processing demo to showcase innovative technology and its use cases
- Evaluated performance of different prototype iterations by developing an Android app to measure audio latency

Personal Projects

Libzy   *March 2020 – Present*
- Built an Android app which recommends albums to listen to from the user's Spotify library, based on current mood

Symphony of Babel   *September – November 2019*
- Developed a web app cataloging every possible snippet of sound, inspired by Jonathon Basile's Library of Babel

Skills

Kotlin, Java, Jetpack Compose, Coroutines, Flow, Gradle, Koin, Dagger, Retrofit, Room (SQLite), Jetpack Navigation, Firebase, WorkManager, DataStore, kotlinx.serialization, MVVM, modular architecture, JUnit, MockK, Espresso, Robolectric, Paparazzi, Git

Education

Northeastern University | Boston, MA   *September 2017 – May 2022*
Bachelor of Science in Computer Science & Music Technology, Music Recording Minor

Honors: *summa cum laude*, Dennis Miller Award for Excellence in Music Technology, 3.9 GPA, Dean's List (all semesters)