

SAM HINDMARSH

✉ sam@hndmr.sh 📞 +64 27 413 3772 🌐 hndmr.sh
🐦 @hndmrsh 🌐 linkedin.com/in/hndmrsh/

ABOUT ME

In my career, I have always been passionate about creating beautiful experiences. In the beginning, my focus was primarily on ensuring that the product I was building was a beautiful experience for users. As I progressed in my career, I became more and more interested in engineering and architecture, and ensuring that the codebase is as beautiful to work with as the app is to use. In recent months, I have come to realise that a lot of my professional satisfaction comes from mentoring, team building and knowledge sharing, and strive to do as much of this as possible – while still maintaining a passion for user experience and engineering excellence.

EXPERIENCE

Dovetail (*Afterpay/Block*) Senior Android developer

Apr 2021–Mar 2022 (contract)

I joined Dovetail on a contract to work with their client, Afterpay, to help build a new native version of their Android app. This role was an interesting challenge, as the codebase was very new upon my joining and was architected in a uniquely modular way. My responsibilities included independently developing several features, leading architectural discussions, and general team process improvement.

- Built several custom UI components.
- Implemented functionality for several features across the app.
- Designed and implemented a deeplinking solution.
- Led and contributed to architectural discussions and decisions within the team.
- Requirements gathering and high-level planning for a major piece of work.

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Westpac Senior Android developer

May 2020–Mar 2021 (contract)

A contract with one of New Zealand's major banks to help prepare the Android app to be handed over to a new Auckland-based team. This included introducing a standardized architecture and improved documentation. During the contract, I contributed to (and helped lead development of) several new features. I also made significant contributions to improving the team processes (such as introducing a definition of done and improving story writing practices) and overall happiness of the people in the team. I was operating as *de facto* tech lead for the Android practice in my last few months. I also helped to interview and hire new developers, as well as mentoring and upskilling the more junior team members.

Alphero Senior Android developer

Apr 2019–Oct 2019 (contract)

A six month contract which gave me the opportunity to work with many different clients on many different projects. Working on so many projects in a short space of time helped me improve my ability to quickly pick up and learn new codebases (which varied in architecture, age, and technologies), as well as deliver features to deadlines. It also helped me learn how to work with different clients, and adapt to their varying processes.

Trade Me Senior Android developer

Feb 2017–Apr 2019

My primary responsibilities were feature ideation and development on the highly-complex main Trade Me app, team process improvement, helping with interviewing and hiring, mentoring junior developers, and working with the API team to review changes.

Leaping Tiger Android developer

Apr 2016–Dec 2016

A small startup, I brought my previous experience with both development and team processes to help the team build a new product. As the only Android developer, I designed the architecture of the app, implemented all features, helped with product design and API development, as well as improving the company's development processes.

Trade Me Android developer

Dec 2012–Apr 2016

My first development position at one of New Zealand's largest tech companies, I started as an intern before moving to part time, and eventually full time (early 2014). This role allowed me to learn best development and team process practices.

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OTHER PROJECTS AND EXPERIENCE

- Occasional freelance Android development for **Hnry**, including: making improvements to the architecture of their simple WebView-based app to make it more testable; setting up a CI/CD pipeline for ease of testing; writing documentation to make maintenance of the codebase easier for them.
- A personal side project called **Fiity** which has involved designing, architecting and building a complex Android app and backend Firebase data storage and cloud services.
- Occasional blogger and public speaker
- Very occasional dabbler in iOS development!

ANDROID SKILLS TOOLKIT

- Development using both Kotlin (preferred) and Java
- Unit testing with libraries such as Mockito
- Experience with libraries including RxJava, Dagger, Koin, Retrofit/OkHttp,
- Android Jetpack (Navigation/Lifecycle/Room)
- Experience with building Firebase backend
- Experience with MVP and MVVM design patterns
- Some initial experience with Compose
- Some experience with setting up CI/CD pipelines

EDUCATION

Master of Engineering *2013-2014*

Victoria University of Wellington

Graduated with Merit. Received Masters by Thesis scholarship. My thesis investigated how improved experiences could be achieved with alternative keyboards and text input methods.

Bachelor of Engineering *2009-2012*

Victoria University of Wellington

Graduated with First Class Honours. Included on Dean's List for academic excellence in 2012.