Tommy Visic
Senior Android Developer

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Hi – I specialize in Android & Unity development and help businesses dream up, design, and develop great products. I'd love to explore if we're a good fit, and learn more about your goals. Below are some details on how I can help, but if you'd like to know more, please don't hesitate to reach out.

ANDROID DEV SINCE 2010
An early jump on the platform gives me extra insight and helps me tackle more complex problems. I've also been writing in Kotlin since 2015.

SHIPS APPS
My experience turns ideas into shipped products. I can start (and finish) apps from scratch or help upgrade existing projects.

ORGANIZED & VISIBLE
I work great as a remote team member. I stay on task without supervision. If I get stuck on something I ask for help.

FRIENDLY PERSON
My past coworkers say I'm easy to work with. I like people, and I'm always happy to learn from and mentor others.

History

Freelance Android & Unity developer from Jan 2018 to present
1. Defining and building app architecture to help teams get started on new projects.
2. Adding new features to clients' existing apps.
3. Solving challenging Android issues to get teams unstuck.
4. Sole developer on Unity game, Spirit of Glace (spiritofglace.com).
5. Overall, helping clients build apps they're proud to show others!

Senior Android developer at Tastemade from Aug 2014 to Jan 2018
1. Wrote all the code for the original Tastemade Android app, which received the Editor's Choice Award on the Play Store and a 4.6 star rating as of Jan 2018, with 4M downloads and 18K reviews.
2. Tastemade app written in Kotlin with Glide for images, Exoplayer for video, Retrofit for REST calls, Mockito/Espresso for tests, and ReactiveX.
3. Helped with UX and product design as we experimented to find a good product-market fit.
4. Collaborated with fantastic UX designers, back end developers, and product managers to produce work we all felt good about.
5. Earlier at Tastemade, I reworked an existing app called Tastemade City, reduced its crash rate by 80%, and updated its legacy UX style to Google's Material Design.

Lead Android developer at Shotzoom from May 2013 to Aug 2014
1. Built their flagship product, Golfshot. I established the major components of the app and later worked with another great Android developer to bring it to successful release.
2. Broke down large system requirements into actionable, trackable tasks for concurrent development. Encouraged team participation in Agile development practices.
3. Improved stability of company's legacy Android app, "Golfshot Classic," improving its Play Store rating from 3.80 to 4.12 stars in around three months.

Senior software engineer at DataSoft from Feb 2007 to Apr 2013
1. Helped build several Android apps for the US Army that visualize status and share blue force (good guys) GPS data on an IP-based handheld radio network.
2. Traveled the country to integrate and support products on-site at US Army and Air Force bases.
3. Helped secure funding through writing and submitting proposals.
4. Led teams of 3 to 5 software developers on several projects.

Software developer at General Dynamics from Aug 2004 to Feb 2007
1. Started as an intern and was soon hired full time to contribute to modeling and simulation products for battle planning and systems testing for the US Army.

Education

University of Advancing Computer Technology
Bachelor of Science in Software Engineering
Graduated in December 2004 with a 3.6 GPA