

Christopher Michael Casey

github.com/cmc5788 | christophermcasey.com

cmc5788@gmail.com

(469) 682-8773

Engineering Lead & Mobile Developer

I am an engineering team lead and mobile developer with 7+ years of cross-platform, native mobile experience as well as cross-disciplinary backend and embedded development experience. I have both developed and lead teams to release multiple best-in-class applications on the Google Play Store and App Store. I have maintained applications that require peak, e-commerce-tier stability even while supporting millions of active users across a range of often-outdated mobile devices. I work best with small to medium-sized teams pursuing rapid iteration in an Agile environment to prototype, refine, and release products. I work well in a highly-vertical setting, where I can have an impact in developing and managing across the stack (frontend / backend / embedded). Ensuring the best outcome from the perspective of all stakeholders on a per-project, per-product basis is my principal goal at all times.

Recent Work Experience

Director of Mobile Engineering and Head of Technology at Vinli, Inc.

(2015 - Present)

My responsibilities at Vinli include managing a team of cross-disciplinary engineers to build and maintain a connected vehicle platform consisting of 65+ microservices built on top of AWS, GCE, Kubernetes, and Docker, written in a variety of languages (primarily Node.js, Elixir, Go). Our team also maintains an ecosystem of APIs and SDKs that power a connected vehicle app ecosystem recognized by Frost & Sullivan as the largest app ecosystem in the industry.

While managing the engineering team, I have also personally worked to develop and maintain My Vinli, a flagship connected vehicle insight and management application for iOS, Android, and the web that has been white labeled and featured by multiple clients and business partners.

- Vinli Site - <https://www.vin.li/>
- Vinli API docs - <http://docs.vin.li/en/latest/>
- Vinli GitHub - <https://github.com/vinli/>
- Frost & Sullivan Award - <https://www.vin.li/blog/frost-sullivan>
- Meineke / Vinli Partnership - <http://www.meineke.com/revvy/>
- T-Mobile / Vinli Partnership - <http://iot.t-mobile.com/>
- My Vinli Application (<https://my.vin.li/>) for Android, iOS
 - Android - <https://play.google.com/store/apps/details?id=li.vin.my>
 - iOS - <https://itunes.apple.com/us/app/my-vinli/id1032484712>

Technical Director and Lead Mobile Developer at Ludomade, Inc. (2013 - 2015)

As Technical Director at Ludomade, my primary responsibility was to lead a team of mobile developers in building and maintaining applications for key clients, including GameStop and Rockwell Collins. Our team's most visible achievement was the top-to-bottom development and launch of the flagship GameStop mobile application for iOS and Android. The application launch was extremely well-received by business owners and customers alike, and management at GameStop publicly announced "*huge improvements not only in direct sales, but in-store influence sales*" and "*more than a 1,000% lift in pick up in-store requests from mobile phones*" (see links below for source).

While at Ludomade working with GameStop, I also spearheaded several other major launches and R&D projects, including experiments with iBeacon technology and in-store sales associate tablet applications.

- GameStop App Sales results - <https://www.emarketer.com/Article/GameStop-Mobile-App-Enhances-Order-Online-Buy-In-Store-Offering/1012580>
- GameStop App dev blog - <http://www.ludomade.com/parallel-native-development/>
- GameStop Application for Android, iOS
 - Android - <https://play.google.com/store/apps/details?id=com.gamestop.powerup>
 - iOS - <https://itunes.apple.com/us/app/gamestop/id406033647>

Senior Mobile Developer at Zimusoftware, Inc. (2011 - 2013)

As a senior mobile developer at Zimusoftware, my primary responsibility was the development, release, and maintenance of UmbrellaSDK, a piece of cross-platform hybrid mobile technology designed to allow high school students to program JavaScript applications in a web-based IDE and then run these applications as hybrid apps on their personal iOS and Android mobile devices. As senior mobile developer, I developed and maintained the web-based IDE, all API documentation, and both the iOS and Android Umbrella Browser native applications that formed the web-hybrid bridge.

- Zimusoftware site - <http://www.zimusoftware.com/>
- UmbrellaSDK Press Release - <http://www.drdoobs.com/cloud/umbrellasdk-completely-cloud-based-ide-f/232400394>

Skills

- Languages & Frameworks - Rx, Android, iOS, Java, Objective-C, JavaScript, Swift, Kotlin, Go, C#, C++, Python
- Tools - Android Studio, Xcode, Eclipse, Gradle, Maven, Ant, ADB, Eclipse MAT, Atom

Education

- CS and ATEC at the University of Texas at Dallas (2010- 2012)
- English at Trinity University in San Antonio, TX (2008-2010)