ANDREW J. WATT
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PROFILE

My passion in life is creating unique things, whether it is building a piece of furniture, restoring an old car, or crafting a unique user experience for a new mobile app. For over 15 years, I have channeled those skills into making exceptional products for both web and mobile platforms. I have a broad set of technical, creative, and soft skills to help take complex projects from concept to completion. I'm looking for a position on a small, focused, and highly collaborative team that is working with business and design to create a product that will not just satisfy basic requirements, but surprise and delight users.

EXPERIENCE

2019 - Current **Cox Automotive**   Technical Lead, Senior Mobile Developer

- Lead Development on React-Native cross-platform Manheim mobile app
- Development work on GraphQL middleware for mobile applications
- Collaborate with Architecture, Design, and Business to set technical and business direction for the Manheim mobile app
- Lead effort to fix OAuth issues between mobile and embedded web apps
- Assist business partners in establishing scope and priority for upcoming feature work
- Establish and maintain technical documentation for developers
- Perform redesign and development work on existing features to improve application performance and reliability
- Track and prioritize IT husbandry work to keep codebase up-to-date on multiple mobile applications
- Coordinate with multiple teams to streamline interoperability between web apps and mobile apps
- Design architecture to embed multiple web applications in a mobile app in a way that creates a seamless user experience.

2019 **Macy's Technology**   Technical Lead, Senior iOS Developer

- Develop Swift 4 SDK to connect RFID Scanner to HAL/React interface. RFID tool is used for inventory control and product locating at Macy's stores.
- Technical Lead on initiative to provide consumer maps of all Macy's stores inside the Macy's iOS app. Future phases will include real-time product locating and wayfinding.

2015 - 2019 **State Farm**   iOS Team Lead, Solutions Architect, React Developer

- Architect enterprise React/Redux B2B application
- Lead development on React/Redux B2B application
- Architect, build, and maintain multiple enterprise iOS applications
- Mentor and oversee junior iOS and Android developers
- Work collaboratively with multiple business stakeholders to design and build multi-platform applications to meet their needs
- Lead solution architecture work on a custom content management system to support a new mobile and web application that is available to all State Farm customers
- Balance business feature requests, deadlines, and limited resources to deliver products in an agile environment
- Create and maintain design documentation for iOS developers
- Create and maintain documentation to assist junior iOS developers with various internal processes related to the development lifecycle
- Create and maintain custom code libraries to streamline repetitive iOS development tasks

- Work on various proof-of-concept applications
- Solutions Architecture work across multiple mobile and web applications at State Farm
- Setup and maintain two Xcode servers for iOS continuous integration pipeline
- Establish best practices for Atlanta iOS development team

2008 - 2015 **Toolbox No.9**   Senior Mobile Application and Front-End Web Developer

- Architect and build mobile applications, games, and websites in iOS, Android, HTML5, CSS3,
  Javascript, jQuery, Backbone, Handlebars, PHP 4/5, mySQL, etc.
- Collaborate with team on creative concepts and user experience design
- Manage and mentor junior-level developers
- Assist in creating scope of work and estimates for new projects
- Manage projects with regard to deadlines and scope of work
- Create and maintain custom code libraries to streamline development
- Establish and document internal coding standards
- Stay up-to-date with new technologies and industry best practices
- Manage outsource developers
- Work directly with clients.

2006 - 2008 **FiveStone**   Senior Web Developer

- Architected and built websites, games and animations
- Led initiative to create css-based layouts
- Performed custom illustration, animation, and video production
- Collaborated with team on creative concepts

2004 - 2006 **Tucker High School**   Technology Education Teacher

- Taught Graphic Design, Video Production, Web Design, Drafting, Architecture, AP Computer
  Science and Information Technology
- Created curriculum for all courses
- Upgraded and maintained hardware, software and network for 28-seat computer lab
- Member of School Improvement Team

EDUCATION

2001 – 2004 **Georgia Institute of Technology**   M.S. Mechanical Engineering,   GPA 4.0
Graduate Research Assistant, President's Fellowship, GT Outdoor Recreation Club, Dean's List, Pi
Tau Sigma Honors Fraternity, Golden Key Honor Society, Society of American Military Engineers
Scholarship

1991 - 1996 **Pennsylvania State University**   B.A. Telecommunications,   GPA 3.4

SKILLS

Creative: Illustration, Animation, Motion Graphics, Video Editing, Sound Editing

Development: Javascript, React-Native, node, iOS, React, Redux, CreateJS, Pixi.js, Phaser,
HTML5, CSS3, GraphQL, Twitter Bootstrap, jQuery, Handlebars, Wordpress, Android,
Actionscript, PHP, mySQL

INTERESTS

Interactive Design, Animation, Cycling, Car Restoration, Woodworking, Travel, Surfing, Outdoor
Adventure