Marc Bernstein

Redlands, CA
marcbernstein.info

(909) 747-7584
marc@marcbernstein.info

Esri, Redlands, CA: 2004-2014

2004: Software Engineer On the Install team, I was responsible for writing installers that targeted Linux, Solaris, AIX, HP-UX. Other responsibilities were gathering requirements from multiple product teams, designing functionality based on requirements, implementing to the specifications, and designing and writing tests to verify functionality. In 2008 I was named the Dev Lead for the UNIX programmers on our team. Responsibilities included prioritization of tasks and direction of projects.

2010: Mobile Software Engineer I switched teams internally at Esri and started working on creating new functionality for an existing Android application. The app allows users to find and display maps from ArcGIS Online (arcgis.com) on their mobile device, as well as allowing editing of geometry features, and utilizing the device's GPS. The ArcGIS for Android app was released on Google Play in Oct 2011 and achieved over 100,000 downloads. Responsibilities included designing and implementing new functionality and bug fixes.

2013: Development Lead I was named Dev Lead of a team (3 developers) working on a new field data collection application. My role as lead included design, implementation, architecture decisions, and ensuring best practices and coding standards were followed. The app was first released on Google Play in Jan 2013. The last release added a disconnected editing mode, which allows users to download their maps/data for offline use and synchronize local changes when in a connected environment.

ArcGIS app: Has since been removed from Google Play by Esri.
Collector app (350k installs): https://play.google.com/store/apps/details?id=com.esri.arcgis.collector

Drove migration to GitHub Enterprise Member of pilot program within Esri to migrate from a proprietary SCM to git. Due to personal experience, I was able to mentor other developers on git internals and created workshops to help both devs and QA testers learn the git workflow.

Co-lead developer for an internal Application Framework projects Along with my counterpart dev lead on iOS, we identified a need for a common codebase for use in Collector. This framework ensures consistency between apps by providing common logic and UX/UI components. My contribution involved architecture design, implementation, maintenance, and ensuring parity between the Android and iOS versions of the framework.

Hudl, Lincoln, NE (working remotely from CA): 2014 - Present

December 2014: Software Engineer When I came on board in December 2014 I was the sole Android developer at Hudl, inheriting an legacy codebase written by interns and contractors. My role is to maintain existing features, fix bugs, and implement new features at a foundational level - responsible for architectural level decisions and ensuring that both the app's architecture as a whole is modern, easy to work with, and bug free. An example of this is a project which entailed replacing the HTTP stack used by the app; going from a legacy version to a modern stack (Apache HTTP library replaced by OkHttp and Retrofit). Other notable work includes implementing Hudl's Playbook feature for Android. Working closely with our design team, I implemented the entire feature from backend (API calls, locally cached storage of data) to frontend (various Fragments, Material design, UI widgets such as RecyclerView, CardView, etc.), to testing.

August 2015: Engineering Manager Nine months into my position at Hudl I was promoted to this management role – partially due to peer recognition from the leadership I was demonstrating at Hudl, and also based on my prior lead experience at Esri. In addition to my software engineer duties, I also supervise a team of other software developers across the company. Responsibilities include bi-weekly 1-on-1 meetings with each report, 6 month/annual reviews, salary determination, and most importantly, helping with professional development and growth. Being able to help level up an employee's skills and career is a source of pride and enjoyment for me.

October 2016: Senior Software Engineer I was promoted by a panel of engineering managers and my peers to a senior role, which means more time spent on higher-level problems as well as mentoring. Work at this time shifted to improving unit test coverage and utilizing Kotlin for all new features along with RxJava/RxKotlin. I also did exploratory work with React Native for Hudl, presenting to 150 internal users on the technology. Since then, React Native has been chosen for development of new features. Another training session I've led at Hudl is on teaching basic Android development concepts to other engineers.

A few months later, I branched out into a more general full stack engineering role. Work has mainly been on front-end web with a React/Redux stack, as well as backend work in C#/Mongo/AWS. Mobile work also continues on Android, React Native, and some iOS as well. The work on React has served me quite well with React Native as well, enabling me to transition swiftly between web and mobile development.

August 2017: Senior Engineering Manager This promotion was in recognition of my work in pushing our engineering management chapter forward, giving me more time to spend amplifying our management efforts across the product team. This role's responsibilities include process improvements, training initiatives, and other similar projects, as well as mentoring and training junior leads and individual contributors. I am working remotely, and manage a group of 6 reports that are located in both remote and in-office locations. I maintain about 20-30% of my time on my management work, and the remaining time on the Team Owner role as both Product Owner and an engineer. In this role I've helped guide 4 of my reports to a promotion to a Senior role themselves, as well as regularly delivering performance feedback and career growth guidance.

August 2018: Mobile Team Owner This role is part Product Owner and part Software Engineer, and required someone who has an engineering background in mobile and empathy for the space's problems to create the vision and establish priorities. In this role I collaborate with product managers, other teams, and internal stakeholders, owning a large part of the process from problem understanding to shipping the solution.

Hudl app (4.5 rating, 1,000,000+ installs): https://play.google.com/store/apps/details?id=com.hudl.hudroid

Leading education efforts An initial audit of the Hudl app's codebase revealed a need for consistency and best practices, I created a set of code conventions, static analysis that is automatically run in the IDE, and a code review process. As we hired a few more Android devs to join the team, I created and lead an Android Development Chapter that meets bi-weekly. The main role of this meeting is to foster communication about what each dev on different squads are working on, and to present new things we've learned to our peers. This helps to ensure everyone is on the same page and is aware of upcoming efforts that may affect things like testing and release schedules. Another effort to improve the Android dev culture was creating a certification course for our internal university style course offerings, which had the effect of increasing Android dev experience across the company.

Personal Experience:
GitHub - https://github.com/MarcBernstein
Various personal projects, including the source for some unmaintained personal Android apps.

Stack Overflow - http://stackoverflow.com/users/223573/marc-bernstein
Although I don't spend much time there any longer, I achieved 10k reputation on SO and am in the top 5% of reputation earned in the Android and Java tags, and in top 4% all time on Stack Overflow.

Education:
Bachelor of Science, Computer Science
California State University, San Bernardino, 2004

Skills:
Languages: Java, Kotlin, Shell Scripting (bash, sh), HTML/Javascript/CSS/JSX (React)
Operating Systems: Mac OS X, Linux (Ubuntu, Red Hat, SUSE), Solaris, Android
Software: Android Studio, Eclipse, git/GitHub, Gradle, Ant, Jenkins, IntelliJ, TeamCity, Xcode