

SAEHUN SEAN OH

Senior Front-End Engineer & Manager

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B.S. Computer Science | University of California, San Diego

SUMMARY

Software engineer with strong collaborative spirit and effective communication skills, helping to connect cross-functional teams. Adept in implementing diverse coding practices, committed to continuous learning, and enthusiastic about incorporating innovative UX/UI designs into software solutions.

SKILLS

Java | Kotlin | BrightScript (Roku) | React Native | Python | C# | Jetpack Compose | Git/SVN | Vim | IntelliJ IDEA | Eclipse | Android Studio | Visual Studio | Firebase (Crashlytics) | Google Analytics | node.js | NPM | GitHub Actions | Korean

EXPERIENCE

ODK Media

Senior Front-End Engineer & Manager

Feb 2020 – Present

- Manage front-end engineering team based in Vietnam with 5 engineers and 2 QAs, developing Smart TV (Samsung, LG with React Native) and Android TV applications (Google TV and Fire TV using native Java/Kotlin)
- Participate in decision-making processes for software architecture, UI/UX design, and business models
- Develop video streaming native applications for Android and Roku platforms using Kotlin, Java, and BrightScript/BrighterScript
- Maintain 99% crash-free applications with 2 million+ monthly average view hours by applying high standards in code quality and setting up live monitoring system with Firebase and Slack integration
- Add player in each application using ExoPlayer and Video component, along with event tracking SDKs such as MUX data, Firebase Analytics, and Google Analytics
- Integrate Google Play Store and Roku Billing SDK and validate purchases using backend APIs to update UI/UX
- Create reusable custom components using Jetpack Compose and migrate existing views implemented with Views and XML
- Build notification system using OneSignal SDK, delivering customized messages to end users, driving 18K+ app visits per month
- Work with Ad-Ops team to integrate and maintain video, interstitial, and banner ads using ad tag URLs or third-party SDKs
- Implement GitHub Actions to automate build process for Roku

Smule

Senior Android Application Developer

Jul 2016 – Feb 2020

- Created highly customizable, scalable, and easy-to-use custom Views
- Developed and maintained 99% crash-free rate for ~13 million installs, achieved by closely monitoring Firebase Crashlytics
- Led core projects and actively participated in code reviews to ensure better code quality without compromising velocity of projects
- Utilized third party SDKs, including OkHttp and Retrofit to work with backend, Picasso and ExoPlayer for media usage, MoPub for ad placements, and Facebook/Twitter/Snapchat/YouTube APIs for content sharing
- Used RecyclerView, Adapter, and ViewHolder to dynamically load and display various types of content from backend
- Transitioned codebase and set up coding conventions from Java to Kotlin

DiscreteUnits

Android Application Developer

Feb 2016 – Jan 2017

- Developed user-friendly application allowing users to view menus, open/close tabs, and order food in a restaurant
- Used Parse, Facebook, Clover, and Stripe APIs to manage user credentials, menu items, and payment transactions

MaXentric

Android Application Developer

Aug 2015 – Jul 2016

- Developed front-end app for MaXJacket, replacing Motorola radio devices with VoIP service in addition to regular P25 technology
- Optimized and debugged existing app, resulting in 40% increase of crash-free users
- Utilized Android sensors and libraries such as GPS with Google Maps and AsyncTask to improve functionality of app