

Jim Campbell

Email: idevdroidapps@gmail.com

Portfolio: portfolio-android.idevdroidapps.workers.dev

Summary

Principal-level **Android Engineer** with **12+ years** of experience building high-performance mobile and automotive applications, including Android Automotive infotainment systems and AI-powered platforms. **Proven track record** leading distributed teams, architecting scalable systems, and delivering products used by millions. Specialized in Kotlin, Clean Architecture, and Kotlin Multiplatform, with a recent focus on **agentic AI systems** and automation pipelines.

Skills

- Languages: **Kotlin**, Java, Swift, Python
 - Architecture & Design: **Clean** Architecture, **SOLID** Principles, MVVM, MVI, MVP
 - Mobile & Platform: **Jetpack Compose**, Android Views, Dagger, Hilt, Retrofit, Glide, Room, Realm, ATAK, AOSP, Android TV, Automotive OS, Play Store, Coroutines, Flows
 - Cross-Platform: Kotlin **Multiplatform (KMP)**, Koin, Ktor
 - AI & Automation: LLM integration, Ollama, n8n, ComfyUI
 - Tools: Android Studio, Git, Gradle, Firebase, GitHub, GitLab, Bitbucket, Jira, Confluence, Jenkins, JFrog Artifactory, Maven Publishing, Postman, Figma, Zeplin, SonarQube, Xcode
 - Methodologies: **Agile** (Scrum, Kanban), CI/CD, BDD, TDD
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Professional Experience

Independent Freelance

Agentic Automation Development | *Hollywood, FL* | *September 2025 – Present*

- Designed and deployed end-to-end **agentic AI automation systems** using n8n and local LLMs utilizing Ollama, **reducing manual content production effort by ~40–60%**.
- Built **privacy-first AI pipelines** eliminating reliance on external APIs, improving data security and **reducing operational costs by ~30–50%**.

- Developed and optimized generative **media workflows** with ComfyUI, increasing **content throughput by ~2–3x**.
- Integrated and evaluated emerging AI tools, accelerating experimentation cycles and **reducing implementation time for new workflows by ~25%**.

Rivian & Volkswagen Group Technologies Joint Venture

Senior Android Engineer (Contract) | *Remote* | *March 2025 – September 2025*

- Developed core infotainment navigation features for **Android Automotive OS**, contributing to a platform **supporting tens of thousands of vehicles** in early production and testing environments.
- Resolved complex integration and performance issues, improving application stability and **reducing crash occurrences by ~10–20%**.
- Authored unit and integration tests, **increasing test coverage** and improving release confidence.

Canoo Inc.

Lead Android Engineer (Promoted) | *Remote* | *March 2024 – January 2025*

- Architected and developed a **Kotlin Multiplatform (KMP)** library, standardizing data and domain logic across native clients and **reducing duplicated business logic by ~30–40%** across platforms.
- Improved modularity and maintainability, **reducing development overhead** for new features **by ~20–30%**.
- Mentored and upskilled 2 onshore Android Engineers through targeted knowledge-sharing sessions, rigorous code reviews, and hands-on development workshops.

Senior Android Engineer | *Remote* | *April 2023 – March 2024*

- **Spearheaded the architectural design** and full-stack development of a vehicle-companion app using MVVM-Clean Architecture.
- Partnered with Product and Design to deliver user-centric features, improving feature adoption and usability.
- Worked with backend teams to implement both **RESTful API and Websocket integrations**.

Milwaukee Electric Tool Corporation

Principal Android Engineer (Contract) | *Remote* | *January 2022 – April 2022*

- Led a team of 2 Android engineers in rapid feature development cycles, **accelerating delivery timelines by ~20–30%**.
- Mentored 4 developers across the broader team, improving code quality and consistency through structured reviews and guidance.
- Partnered with cross-functional teams to **align architecture with product requirements**, reducing rework and improving development efficiency.

Nautilus Inc.

Senior Android Developer | *Remote* | *June 2021 – January 2022*

- Integrated an **AI-based image analysis model** into a fitness application, enabling **real-time performance tracking and personalized feedback**.
- Increased user engagement and session interaction through **AI-driven insights**, contributing to an estimated **~15–25% increase in feature usage**.

SharkNinja Inc.

Senior Android Engineer (Contract) | *Remote* | *December 2020 – February 2021*

- **Led architectural refactoring** of a large-scale Android application, improving performance and **reducing technical debt**.
- Guided a team of 3 engineers, increasing codebase maintainability and **reducing testing failures by ~15–25%**.

Shield A.I. Inc.

Software Engineer II (Contract) | *Remote* | *September 2020 – December 2020*

- Developed critical components for a **tactical Android application** supporting **real-time video streaming** and SLAM-based mapping.
- Delivered features under strict performance and reliability constraints, supporting **mission-critical field operations**.
- Contributed to compliance with **ATAK** standards and integration with **defense-grade systems**.

ReachMobi Inc.

Senior Android Engineer (Promoted) | *Remote* | *December 2018 – July 2020*

- **Scaled Android engineering team from 2 developers to 9 developers**, increasing delivery capacity and development throughput.

Android Engineer | *Remote* | *September 2017 – December 2018*

- Architected and developed multiple Android launcher applications, **reaching millions of users globally**.
- Led **migration** from Java to Kotlin, improving developer productivity and **reducing code verbosity by ~20–30%**.

Televisa Internacional LLC

Android Developer | *Miami, FL* | *February 2016 – August 2017*

- Developed mobile and Android TV applications for a **large-scale streaming platform** serving **millions of users** across Latin America.
- Contributed to performance optimizations and feature enhancements across mobile and TV platforms.

Independent Freelance

Android Developer | *Hollywood, FL* | *July 2015 – January 2016*

- Developed a retail catalog and **shopping cart** application using Firebase backend services.
- Delivered a production-ready solution for in-store deployment, enabling digital product browsing and transactions.
- Implemented **real-time data synchronization** and improved inventory visibility.

IC Realtime LLC

Android Engineer | *Pompano Beach, FL* | *March 2013 – June 2015*

- Designed and developed an Android **security surveillance application** enabling **real-time remote monitoring** and control of connected devices.
- Integrated RESTful backend services and multiple **manufacturer SDKs**, achieving ~2–3 second response times under typical conditions.

Education

Bachelor of Science, Computer Engineering

Florida Atlantic University

Boca Raton, FL