

Objective A fast-paced, challenging environment with a strong engineering presence. I'd like to further my skills in mobile while dipping in a variety of other advanced topics.

Employment **500px** | 500px.com

April 2015 - Present

Led the engineering efforts on our latest mobile offering – RAW by 500px – which brings 500px to the beginning of a photographer's workflow: capture and editing. We leverage Core Image to enable **real-time image processing on RAW photos**. We were part of the iOS 10 launch program, appearing on the iTunes home page multiple times, and reaching over **10 million impressions our first week**.

Core Image, Swift 3.0, Real-time image processing, Core Data, RAW capture and edit

Led the engineering work on our flagship Android app with a strong focus on software quality and app architecture. We used RxJava, and the many Rx frameworks, which helped us build fluid interfaces, and a clean network layer with very little boilerplate. I wanted to bring the learnings from our iOS V4 rewrite which led to the development of a **consistency caching layer that helped simplify how we tackle view-model binding**. You can read more about it [here](#).

RxJava, Retrofit, Lombok, Mockito, Hamcrest, Stetho, and several custom libraries.

Was a major contributor to the V4 iOS rewrite which ranked best new apps, and top of its category. I worked on much of the UI/UX implementation, including **custom transitions, and UI libraries**. This work was key in bringing daily active users up 25% and increasing sign ups by over 30%.

Objective-C, Cocoa Pods, Parse, SDWebImage, Slash, and several custom pods.

Dive | formarum.com

September 2015 - Present

Dive is an in-development **automatic pool sanitization system**. Working with the hardware engineers, I built a Ruby on Rails web application that allowed remote control of the smart sanitizer. This enabled owners to regulate algaecide and chlorine levels, take readings, and control certain hardware functions from their web or mobile browser.

Fluidmedia | fluidmedia.ca

May 2014 – April 2015

Designed and implemented the iPhone and iPad client to a large-scale community-based media sharing and storytelling platform used by schools and organizations across North America.

Objective-C, Cocoa Pods, Masonry, Heavy use of AutoLayout.

Side Projects **Watchtower Library** | [Google Play Store](#) August 2013 - Present

An Android web scraper for online religious literature websites allowing users to save and manage publications offline for later reading.

- Enjoyed by over **500,000 users** worldwide with a **4.5 star rating**.
- **Google Play Store Top 100** in Education across dozens of countries.

Android, Java, SQLite, JSoup HTML parser

Top Me | [Google Play Store](#) September 2013 – February 2014

An Android media sharing application centered on challenging others through short videos.

- Supports video caching, video uploading, comment/rating system, and local video compression.
- Presented at Hamilton's DemoCamp

Android, Java, Volley, C via JNI, ffmpeg

Education **Mohawk College**

Software Development

September 2013 – 2015 (3.5 year program, fast tracked in 2.5 years)

95% average and Dean's Honour list

References Available on request.

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