GRACE A. HUNTLEY

ANDROID SOFTWARE ENGINEER

Proven record of growing both companies and their products, including a mobile app with 7 million downloads to date. Broad-based background in sales, HR, operations, and customer service as well as hands-on engineering expertise.

Overview: Solid portfolio of leadership contributions and achievements, including the improvement of products and processes. Accustomed to handling complex sets of responsibilities and managing challenging projects. Excel in managing, training, and motivating team members to achieve top performance levels. Keep up-to-date with new technologies.

Selected Knowledge & Skill Areas: Technology Strategic Planning & Execution; Team Building & Leadership; Program Management & Delivery; Software Development Lifecycle; Agile Development & Scrum Methodologies; Start-Up Growth; Business-Technology Alignment; Employee Motivation & Retention; Lean Principles; Testing & Troubleshooting; Continuous Process Improvement; Product Management; Sales Development Lifecycle

Technology Skills: Android; Java, Kotlin, G Suites, Pivotal Tracker, Git/GitHub, ResourceGuru, Zoho People, Zoho CRM, Harvest Time Tracker, Workable HR Portal. Overhead experience across full stack of most software development languages and technologies, including C++, Java, Python, RoR, JS, HTML 5, and Swift. Experienced across many AWS Cloud services including EC2, Lambda, S3, RDS.

PROFESSIONAL EXPERIENCE

DevTeamSpace – Sunnyvale, CA – Feb 2017-Present
DevTeamSpace is an AI-enhanced community of top dev teams. Building high availability web/mobile applications and implement AI/data science-based solutions.

Advisor/Interim VP of Engineering

Advising on all aspects of the outsourcing business. Improving productivity by implementing stronger communication channels through the whole pipeline. Providing virtual CTO consulting to DevTeamSpace clients that are non-technical founders helping them move from product ideation to delivery while factoring budget, timelines and all stakeholders.

BriteLite Immersive – San Francisco, CA – March 2018 - July 2018 (Contract)
Experiential design agency that builds immersive and interactive installations.

Senior Android Engineer

Built proximity and location based transaction experience using Android Kotlin and BLE for Visa FIFA World Cup customer experience. Rebuilt Visa Concierge app with new designs and optimized features. Independantly built tablet app for signing ticket and gift releases for Visa Concierge services at Fifa World cup.

BioMark Health – S. San Francisco, CA / Atlanta, GA – April 2015 – Present
BioMark Health was a product that came out of my personal passion for understanding more about epilepsy and what led to seizure onset. Using off the shelf wearables, and geo-located apis we gather and combine multiple data sets to learn more about the events and environment leading up to a seizure. As a major feature of the app we have a family medication management system that alerts caregivers when medications have been missed or taken providing peace of mind to the whole family.
BioMark EP is available on the google play store and Amazon kindle store.

Co-Founder/CEO/Mobile engineer

I personally designed and built the android app, Ruby on Rails backend server. We are in a transition period with the likelihood of turning the product into an open-source non-profit as investment goals and user acquisition did not meet criteria to continue moving forward.

- Designed and built the Android app over a 7 month period. App connects with phone sensors and Fitbit to try and gain a better understanding of someones disease and the factors that contribute to it.
- FDA Drug API, FDA Drug image API, Google places, FitBIT, OpenAir, Dark Sky, Weather underground are just some of the services used in the app.

SD2 LABS – San Francisco, CA / New Delhi, India / Amsterdam / Mauritius – 2014-July 2016
Engineering as a Service company that builds software for clients worldwide; largest AWS Cloud reseller in Asia.

Vice President of Global Engineering (2015-2016)

Direct all engineering activities and functions on a worldwide scale. Drive company growth through optimizing existing resources and services, preparing a solid foundation for expansion, and building out to reach goal of $100 million in annual revenues. Work closely with refining sales team and building HR to provide for the growth cycle.

Supervise, train, and mentor team of 30 direct reports. Manage $7 million annual budget. Conduct planning and scheduling for 5 product leads and 300 engineers. Arrange client meetings to discuss various matters; hold meetings with development teams to maintain forward progress and with heads of departments to discuss high-level matters.

HIGHLIGHTS:

- **Transformed image of SD2 Labs from outsourced shop to innovation/build company.** Transformed Indian office into a Silicon Valley-styled office, resulting in increased morale.

- **Created strong sense of teamwork and product ownership among staff,** motivating employees to increase their desire for delivering quality products efficiently.

- **Turned around situation with departing client into contract for 2x amount of work,** retaining and growing one of the company's largest clients as a result.

- **Implemented automation of pricing, resource scheduling, and code quality review,** enabling reduction in time spent for managers and subsequent decrease in resource costs.

Head of Mobile Development (2014-2015)

Initially hired as Senior Android Engineer and earned subsequent advancement. Directed all aspects of mobile development, with a focus on improving engineering flow across departments and interactions between design, QA, project management, and the client. Oversaw up to 15 direct reports as well as contractors in leading the development of 3 mobile products.

HIGHLIGHTS:

- **Rebuilt one of the largest Bollywood streaming app as lead contributor(Eros Now Android) from scratch.** This project was required as the company was losing most of their user base due to buggy and badly designed original app. We built and deployed the app within 6 months increasing the user base to 7+ million and moved from a 1 start rating to a 4.5 star.

- **Main Android contributor for WearPI and experimental fashion bracelet that vibrates distinctly depending on which contact is calling you.** Overcame many of the well known issues with Android BLE. Eventually the Android project got benched until Android BLE became more reliable.

- **Main Anroid contributor for Pulsr Android.** An app for discovering places and events based on yours and your friends interests. Utilized location based mapping and heavy UI animations/flows.

- **Implemented proper Agile flow in the company** with integration of Pivotal Tracker and proper standups/ scrums. Trained numerous team members on proper use of version control; introduced git-master role to enable engineers in different locations to share/merge code without conflicts.

- **Modified unreleased ExoPlayer to handle Apple format video streams** on extremely low latency with multilingual subtitles.

- **Trained junior client Android engineer** who transformed from an under-skilled team member to a motivated project leader and top-quality programmer.

EHARVESTHUB – San Francisco, CA – 2014-2015
Early-stage startup with prototype web application (seeking Series A funding)

Lead Android Engineer

Hired to guide overall development and implement Agile processes. Additionally tasked with building mobile MVP for product that provides mobile traceability for farmers to track produce movement.

HIGHLIGHTS:

- **Built first-round demo/prototype app for presentation to investors.**
- **Moved engineering into a more agile process.**

** Engaged in full-time college studies, 2011-2014 **

LKNB – Ithaca, NY – 2008-2010
501c non-profit, post-Katrina rebuilding effort in New Orleans.

Director of Media & Communications

Served as the Head of Media and Communications as well as an on-site Project Manager, training and mentoring high school students in home rebuilding efforts in New Orleans post-Katrina. Tasked with building website and increasing media presence for the organization while reaching out to college groups and larger organizations to expand LKNB's support circle.

HIGHLIGHTS:

- **Led and participated in fundraising and hands-on rebuilding of 11+ homes.**
- **Launched tool lending library with donation of all prior companies' tools.**
- **Increased audience for the organization, increasing donations 3x as a result.**
- **Organized think tank attended by students from Cornell and Ithaca colleges.**

HEALTH HOMES BY COLIN – Hamilton, Ontario, Canada – 2005-2007
General contracting company that provided full-service home repairs and renovations.

Project Manager / Sales / Founder

Launched, managed, and grew GC company from the ground up, with a focus on repair and renovation work. Supervised, trained and mentored team of 5 FTEs. Oversaw sales, marketing, project management, HR, scheduling, and process optimization activities.

HIGHLIGHTS:

- **Grew the company to a base of 175 clients in the first year.**
- **Led company to achieve profitability in the second year.**
- **Automated pricing, estimating, and scheduling to improve accuracy and efficiency.**

ANDROID SIDE PROJECTS

MedLI – Released September 2013

Medication reminder app that uses normalized data from the FDA database to assist in entering prescribed medications.

VOLUNTEER EXPERIENCE

Mentor/Advisor, CyberLaunch VC – November 2015 – Present
Machine learning and InfoSec accelerator.

Mentor, Hack LGS, Esai Pharmaceuticals, NY – May 2016
Epilepsy solution hackathon.

Mentor, Hack SMC, San Mateo County, Redwood City – May 2016
Tools for county residents hackathon.

Mentor, Intel/GE CareInnovations Hackfest, Palo Alto – September 2015

Health Tech Hackathon.

EDUCATION & CREDENTIALS

Associate of Science Degree Program, Computer Science Major, 3.8 G.P.A. – College of San Mateo, San Mateo, CA
Awards – Proclamation from the City of New Orleans for rebuilding work and opening of tool library post-Katrina