

Emily Goetz

emily@emilygoetz.com
718-490-6072
Brooklyn, NY

www.emilygoetz.com
github.com/EmilyGoetz
linkedin.com/in/emilyagoetz

~\$ whoami
~\$ finger

~\$ cd ../Skills
~\$ ls -l

Languages : Kotlin + Java (professionally), Python + Snap! (teaching at the high school level)
Technologies & Tools : Android, RxJava, Retrofit, Data Binding, JUnit, Espresso, Git, Github, CI/CD pipelines (Jenkins), Atlassian tools (JIRA/Confluence/Stash), Firebase (Crashlytics/Remote Config/App Distribution/others), static code analysis tools

~\$ cd ../Employment
~\$ ls -l

Venmo • New York, NY

Android Software Engineer

May 2018 - current

- > Develop & maintain the Venmo Android app (10 million+ installs)
- > **2018 - 2019:** Worked on Commerce-related projects, specifically Pay with Venmo, collaborating closely with PayPal and Braintree to enable users to make, split, and share purchases.
- > **2019 - current:** Work on social- and payment-related projects. Public/released projects include our Bitmoji integration and uneven purchase splitting.
- > Work closely with product, design, engineering, analytics, and QA team members to plan, implement, iterate on, and maintain projects.
- > Work closely with the rest of the Android team to continuously improve the quality of our codebase, the efficiency of our workflows, and the happiness of our team.
- > Help spearhead a process for decentralized implementation of our Design System, evangelize this process to team members, and be a vocal advocate for accessibility; localization; and clean, maintainable, extendable, and thoughtful custom view components.

Viacom • New York, NY

Software Engineer (Nickelodeon)

July 2017 - May 2018

- > **NOGGIN Team:** Developed & maintained the NOGGIN Android app for preschoolers. Participated in design sprints to rapidly ideate, prototype, and test, to solve business challenges.
- > **Architecture Team:** Researched & prototyped new technologies for the Nickelodeon, Nick Jr., and NOGGIN Android apps, including Amazon Alexa Voice Service, Google Voice Search, 360° video, and Kotlin.

Software Engineer (Central Engineering Team)

September 2016 - July 2017

- > Continued previous development work on the Play Plex, Chromecast, and Apple TV teams, and continued coordinating and leading student hackathon involvement.

Jr. Software Engineer

August 2015 - September 2016

- > Developed & maintained Play Plex Android, an international video-on-demand platform.
- > Developed & supported custom Chromecast receiver applications, as well as management & build tools, written in JavaScript, for all of Viacom's brands.
- > Set up & maintained continuous integration pipelines for Apple TV applications using Jenkins.
- > Spearheaded Viacom's involvement in college hackathons by communicating with event organizers, planning and finalizing sponsorships, and coordinating logistics.

Summer Associate, Multiplatform Engineering

June 2015 - August 2015

- > Selected out of hundreds of applicants to participate in a professional training program focused on emerging media. Dipped my toes into iOS, Android, & Chromecast development.

~\$ cd ../Volunteering
~\$ ls -l

TEALS • New York, NY

Volunteer Intro to Computer Science Teacher

September 2016 - June 2019

- > Co-taught, with 3 other volunteers and a classroom teacher, LaGuardia High School's *Intro to CS* course, covering Snap! and Python through Microsoft's TEALS program.
- > Prepared and delivered lessons based on curriculum, assisted students with lab work, and graded assignments.
- > Facilitated the establishment of a sustainable computer science program at the school.

~\$ cd ../Education
~\$ ls -l

Binghamton University, State University of New York

Graduated May 2015

Bachelor of Science in Computer Science

Study Abroad Program: Hamburg, Germany

March 2014 - July 2014

Hamburg University of Applied Sciences

~\$ cd ../Interests
~\$ ls -l

Music (Brooklyn Wind Symphony percussionist), video games, Android side projects, animals, traveling