

VINCENT CRIS DEL MUNDO

Assistant Manager | Senior Mobile Engineer – Android and SDK

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<https://github.com/vincentcris>

PROFESSIONAL SUMMARY

Android and mobile SDK engineer with **16+ years in IT** and **12+ years shipping Android** products for global companies (Japan and Philippines). Strong track record across **SDK design and delivery, CI/CD and security tooling, mentoring and technical leadership**, and **cross-platform tooling** (Compose, KMM, Flutter, and adjacent web/desktop utilities). Comfortable owning quality, audits, and stakeholder alignment from implementation through release. An expert multitasker and equipped with a highly adaptable skill set, I am looking for the perfect team to further develop and expand both my technical and managerial capabilities.

SKILLS

Programming Languages Kotlin, Java, Dart, Typescript, C, HTML, CSS, JavaScript, Shell, Batch, Perl, VBA
(also familiar with Python, C++, C#, Objective-C, Swift)

Mobile & Frameworks Android SDK, Jetpack Compose (**incl. Navigation**), AndroidX, **Kotlin Coroutines & Flow, DataStore, App Startup, WorkManager, JobScheduler**, Gradle (**incl. plugins & multi-module** projects) , Kotlin Multiplatform Mobile, Flutter, React Native, Cordova, macOS apps, Chrome extensions, gRPC (mobile), RxJava, Dagger 2, SQLite, Android NDK, **CameraX, Bluetooth**, Firebase, Google Play services

Shipping & Form Factors **Android App Bundles, Google Play Console** (incl. release tracks & phased rollouts), **adaptive, large-screen & foldable** layouts

Quality, Security & Tooling Emerge Tools, SonarCloud, Detekt, Danger, OWASP Dependency Check, MobSF, Codecov, Charles, Postman, Burp Suite, Wireshark, Frida, Swagger

Deiliver Git (GitHub, GitLab, Bitbucket), SVN, Bitrise, GitHub Actions, CircleCI, Jenkins, Artifactory / JFrog, Maven Central, GitHub Packages

Libraries (representative)	OkHttp, Retrofit, Volley, GSON, Moshi (incl. codegen) , Protobuf , Picasso, Glide, Fresco, Coil, Robolectric, Mockito, JUnit, JaCoCo, Kover, Kluent, Dokka
Methodology	Waterfall Software Development Agile Software Development (Scrum)
Process & Tools	Agile / Scrum, waterfall (legacy engagements), Jira, Confluence, Redmine, Trello
DEV Environments	Android Studio, IntelliJ, Xcode, Visual Studio, Cursor; macOS, Windows, Linux

WORK EXPERIENCE

Rakuten Group, Inc | Tokyo, Japan | AUG 2024 - Present

Position	Assistant Manager Senior Mobile Engineer
Project / Team	Analytics Data Collection (Analytics Platform used by Rakuten mobile and web applications)
Technologies	Android SDK, Gradle plugins, multi-module projects, Jetpack, Compose (Navigation), Coroutines / Flow , DataStore , App Startup , WorkManager , JobScheduler , CameraX , Bluetooth , Google Play Console (tracks / phased releases), adaptive & foldable UI, REST, macOS (Electron), Chrome extension, Docusaurus, GitHub Pages, Bitrise, Jenkins, Maven Central, Artifactory <i>*(see Skills for breadth)*</i>

Achievements and Responsibilities

- Deliver **Analytics and Geofence SDK** features, production fixes, and **most of the team's code reviews**; support integrators and internal clients.
- **Mentor** Android engineers and support onboarding for **most iOS** joiners; maintain onboarding and security training materials.
- Act as **Security Champion**: primary contact for security questions and audits; **lead CI/CD** practices so repositories and artifacts stay audit-ready year over year.
- Set up **automated security scanning** (Security CI on Jenkins + GitHub code scanning) across team repositories.
- Author **Android security e-learning** for engineers company-wide; contribute **tech articles and how-tos** (newsletter, Discourse).

- Build a **Gradle-based code generator** that turns JSON schemas into Kotlin SDK code, with sample apps for verification — cutting manual SDK boilerplate.
- Ship **cross-platform debugging tools**: Chrome extension for web and **macOS (Electron)** app for mobile analytics workflows.
- Prototype **Rakuten Assistant** on Android (hotword + speech-to-text) for future assistant experiences.
- Own **technical debt** hygiene: drive \geq **two debt items per sprint** to reduce long-term risk.
- Run **POCs** (e.g. Algolia for a future search SDK); evaluate and communicate fit vs requirements.
- Publish **Diataxis-structured SDK docs** to GitHub Pages via **Docusaurus** (from Markdown).
- Maintain **schema tooling** (creator scripts as source of truth for analytics specs) and a **validator** for spec documents (Confluence / CSV) against base JSON schema.
- Build **AI-assisted internal tools**: code review against Rakuten guidelines and Jira context; skill content for SDK integration; automation that reads Android release notes and opens targeted GitHub issues for deprecations and security-relevant changes.
- **Lead privacy-sensitive delivery**: analytics privacy controls aligned with **GDPR** and **APPI**; automated generation of media tracking events from schema.
- **Roadmap and sprint leadership**: prioritize backlog, write tickets, align to annual roadmap; **1:1s** with engineers for growth and unblocking.
- Initiated improvements to **SDK documentation architecture** and **crash / error analytics** capabilities.

Fast Retailing Co., Ltd. | Tokyo, Japan | JAN 2023 - JULY 2024

Position	Native Application Engineer
Project / Team	Native App Team (UNIQLO, GU, PLST, and related regional Android apps)
Technologies	Android, Flutter, Coroutines / Flow, WorkManager, JobScheduler, multi-module Gradle, AAB & Play Console (tracks / phased releases), adaptive & foldable UI , REST, Firebase, Bitrise

Achievements and Responsibilities

- Implemented features, fixed defects, and reviewed code for **UNIQLO (JP, US, KR), GU (JP, US), and PLST** Android apps
 - ◆ <https://play.google.com/store/apps/details?id=com.uniqlo.ja.catalogue>
 - ◆ <https://play.google.com/store/apps/details?id=jp.plst.app>

- ◆ <https://play.google.com/store/apps/details?id=com.uniqlo.usa.catalogue>
 - ◆ <https://play.google.com/store/apps/details?id=com.osharemaker&hl=en>
 - ◆ <https://play.google.com/store/apps/details?id=com.osharemaker&hl=ja>
 - ◆ <https://play.google.com/store/apps/details?id=com.uniqlo.kr.catalogue&hl=en>
- **Released** UNIQLO and GU builds to Google Play; monitored **Firebase Crashlytics** during phased rollouts.
 - **CI/CD**: moved Bitrise configuration into the repo; refactored workflows into **shared, reusable** pipelines.
 - **Flutter migration**: moved key flows (notifications, membership, product list with sort/filter) into a **Flutter module** for performance and maintainability.
 - **Quality initiatives**: Play publishing automation from Bitrise; **parallel Flutter tests** on Bitrise (~30 minutes → ~4 minutes); integrated **Detekt** and **Danger**; evaluated **OneTrust** for consent / GDPR; led **unit testing and coverage** push across Android and iOS codebases (~5% → ~80% coverage)

Rakuten Group, Inc | Tokyo, Japan | JAN 2020 - DEC 2022

Position	Senior Mobile Engineer Assistant Manager
Project / Team	Mobile SDKs consumed by Rakuten apps (Android, KMM, React Native, Cordova)
Technologies	Android, KMM, React Native, Cordova, Coroutines / Flow, WorkManager, JobScheduler, Protobuf & Moshi codegen, CameraX, Bluetooth, Play Console & release process, minimal iOS (Swift / Objective-C), REST, Maven Central, Artifactory, GitHub Pages, Bitrise, CircleCI, Jenkins

Achievements and Responsibilities

- **Expert-rank** engineer; **quarterly company-wide Android security training**; **MIP (Most Impressive Person)** nomination (Jul 2022) — cited for making SDK adoption smoother for customers.
- Built and maintained SDK and **Cordova** features; **Java** → **Kotlin** migrations; high volume of **code reviews** and client support.
- Domains included **in-app messaging, remote config, connectivity checks, analytics / Crashlytics / web tracking, SSL pinning, push, A/B testing**.
- Coordinated with **business** on targets and plans; **mentored** Android and **most iOS** newcomers; maintained onboarding and security training assets.
- **CI/CD and security**: kept pipelines and products aligned with **annual security audits**; **Security Champion** for the team.

- Evaluated external quality tools (**Emerge Tools**, mobile.dev); tracked Android platform trends; wrote internal articles and Discourse guides.
- Partnered with other SDK and app teams on **golden paths** for tooling and DevOps.

i-BRIDGE, Inc. | Kanagawa, Japan | MAR 2015 - DEC 2019

Position	Software Engineer Project Sub-Lead
Projects / Teams	<p>Camera and Internal Browser Mobile Apps and SDK (previously on Google Play)</p> <p>Printer-Based Mobile App Development https://play.google.com/store/apps/details?id=jp.co.riso.smartprint</p> <p>In-House Project Management Tools</p> <p>Nursing Home Data Analysis System (data transmission and analysis from mobile to AWS servers)</p>
Technologies	Android, iOS (limited), WinRT, CameraX , Bluetooth , SNMP, LPR,GCP, image processing, web apps, Redmine plugins, REST, GitLab CI

Achievements and Responsibilities

- **Sub-lead / lead** roles (multiple teams): managed client communication, releases, schedules, and engineering process.
- **Customer interface**: requirements, release deliverables, technical design **authoring and review**.
- Feature delivery, defect triage, **code review**, specifications and design documentation.
- **Reporting**: bug analysis, metrics, weekly progress.

i-BRIDGE Systems Philippines Inc. | Pasig City, Philippines | Nov 2012 - Feb 2015

Position	Software Engineer
Projects / Teams	Camera and Internal Browser Mobile Apps and SDK (previously on Google Play) Electronic Paper Processing
Technologies	Android, WinRT, CameraX , Bluetooth , Qt, Windows services, sockets, real-time handwriting recognition

Achievements and Responsibilities

- Design and implementation from specifications; maintenance, reviews, and documentation.
- Analysis and fixes for production defects

Canon Information Technologies Philippines Inc. | Quezon City, Philippines | MAY 2010 - OCT 2012

Position	Software Engineer
Projects / Teams	White-Box Testing Test Environment (runtime fault injection) Tool Report Jenkins Plugins Testing Tool for Web Service and Action Development
Technologies	C, Linux, Perl, VBA; Jenkins plugins (CUnit, Cobertura, Checkstyle, Helgrind, Selenium); automated unit / integration testing)

Azeus Systems Philippines Ltd. | Pasig City, Philippines | NOV 2009 - DEC 2009

Position	Junior Associate
Project / Team	Training
Technologies	Web Development and System Analysis

EDUCATION

BS ELECTRONICS AND COMMUNICATIONS ENGINEER | UNIVERSITY OF THE PHILIPPINES - DILIMAN | 2009