

Brandon Cheng

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Objective

Develop and design production ready, scalable applications that are both testable and maintainable. Driven to level up future senior/staff engineers via guidance by defining engineering standards.

Work Experience

Voluntary Career Break (September 2024 - Present)

- Dabbling in other technologies outside of Android and traveling the world.

Block Inc. Staff Android Engineer - (August 2018 - September 2024)

- Promoted 2 times within the first 5 years and maintained Staff level expectations for a year with plans for Senior Staff.
- Voluntarily left Block for a career break.
- Released In-App Payments SDK within 5 months of joining that unlocked an essential e-commerce piece in Square's developer platform.
- Won 2 Hackweek competitions that translated to Quarterly Objectives for public launches.
- A highly impactful hackweek winning SDK, Mock Reader SDK, that enables all developers to automate testing the hardware payment flow experience. Many developers expressed thanks through various channels.
- Voluntarily led a project for a surprise critical regulatory requirement in EU and UK; launched SDK within 3 months.
- Technical DRI for [Square Register launch in Japan](#); leading, pairing, providing context, and unblocking engineers from 4 different teams. This project enabled Square to start selling their most popular terminal system in Japan.

Zenefits Android Engineer - (June 2017 - August 2018)

- Built out a full mobile Hiring experience within the first month and pitched the demo feature to bolster sales
 - Worked closely with designers and PMs to discuss iOS vs Android experiences and which features to port to mobile.
 - Jumped onto micro-service for our mobile clients and assisted iOS development when the team dropped from 8 to 2.
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Project Experience

[Block Inc. Square Register Launch](#) - (March 2022 - January 2024)

- Main DRI to ensure E-money transactions ran smoothly on Square Register hardware that runs custom Android.
- This project unlocks a hardware launch in the whole Japan region.
- Coordinated 4 engineers from different teams with frequent pairing sessions to provide context while working in various timezones (PST, EST, JST). Frequently paired in late PST hours with a Japan based backend engineer.
- Provided biweekly email updates to all stakeholders for updates on progress, potential blockers, and future concerns.
- Weekly collaborations with JP partners to ensure a smooth process with Japan's legal reqs for E-money transactions.
- [Built hardware agnostic E-money payments to enable both swift hardware launches in Japan](#) and code maintainability

Block Inc. [Strong Customer Authentication SDK](#) - (September 2019 - December 2019)

- Regulatory requirement, a stronger 2 factor auth, for EU and UK; overlooked by managers until we had 3 months left.
- Lead engineer for Android and iOS, designed APIs, and provided templates for copywriters to use for public docs.
- Integrated a Mastercard's SDK and collaborated to fix their many blocking crashes in their SDK.

Block Inc. [In-App Payments SDK](#) - (August 2018 - [January 2019](#))

- Providing developers a beautifully animated credit card form to take payments through Square in their own apps.
 - Collaborated with design to create custom animations via low level Canvas APIs
 - Designed APIs that developers would enjoy using in Kotlin and Java with naming conventions in mind for iOS.
 - Maintained and provided many updates for this SDK for over 4 years.
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Education

University of California, Irvine - Graduated June 2017

- Bachelor of Science in Computer Science
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Technology Summary

Software: Android Studio, Crashlytics/Fabric/Bugsnag, Github, Retrofit, Dagger, Robolectric, Room, Canvas APIs, Compose, Square Workflows, JUnit, Telemetry, Protobufs, API design, Kotlin scripts, Gradle, Gemini, Flutter, React Native

Languages: Java, Kotlin, Python