Martin Rajniak

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University of Economics, Economic Informatics — *Master's degree*

2007 - 2012, Bratislava, Slovakia

After initial setbacks, I graduated with honors.

Luleå University of Technology, Department of Computer Science, Electrical and Space Engineering — *Erasmus program*

2011 - 2012, Luleå, Sweden

Attended Erasmus at Luleå to gain exposure to a more technically rigorous program than was available to me in the Economics program. Based on my performance in the Microcomputer Engineering course I was selected to work on the university's domain specific language. My work consisted primarily of developing an IDE based on Eclipse written in **Java**.

Foundation, s.r.o. — *Android Developer*

June 2012 - August 2015, Bratislava, Slovakia

During my studies at the university I was developing several small **Android** games. I was also developing restaurant ordering application on **Android** for startup that me and a few other people started during our studies at university. Neither the games nor the restaurant application was released but it helped me to land a job for a danish company called Soonr.

Soonr was outsourcing their frontend development to company called Foundation where I ended up. My job for the three years that I worked there was to develop a native **Android** client for their file backup and sharing service. Java agent responsible for file backup was being developed together with the frontend. My role at first was to use the agent and write a frontend for it. But after a while I started to develop the **Java** agent myself and another Android developer came to help me with the frontend.

Eventually we decided to throw away java agent and use production tested C++ agent used both on Windows and Mac clients. Before leaving company I was able to integrate this C++ agent into the application. Due to my inexperience and constant requirement changes we were not able to ship the application in those 3 years.

https://play.google.com/store/apps/details?id=com.soonr.apps.go.production

During this period I was also asked to port iOS kids app for **Android.**

https://play.google.com/store/apps/details?id=com.evoprox.morningroutines

Avast Software, s.r.o. — *Senior Android Developer*

September 2015 - November 2016, Prague, Czechia

My experience working for Soonr taught me so much that in my next job at Avast I was able to advance to Senior level position in just 3 months since I joined the company. When I joined Avast I started in Avast Cleanup Android team which consisted of 4 other people. My role was to help develop **Android** application for improving the performance and preserve storage space of user's device.

Transition from working mostly alone to working in a bigger team turned out to be quite pleasant, since all members of the team where experienced developers and we were always able to find common ground. To this day I view the collaboration in this team as the most efficient I have ever experienced. We got together so well it was extremely difficult for me to leave.

https://play.google.com/store/apps/details?id=com.avast.android.cleaner

During this time I also worked on a library for remotely configurable feed of cards with ads support.

I also helped another team to finish their password manager application.

https://play.google.com/store/apps/details?id=com.avast.android.passwordmanager

Avast Software, s.r.o. — *Lead Android Developer*

November 2016 - January 2018, Prague, Czechia

After approximately a year in Avast, I was offered to lead a Wi-Fi finder team which consisted of a remote team of 2 people. Application helped user to find nearby public Wi-Fi. Responsibility of a team lead in Avast back then was to coach people in a team, be responsible for technical solutions and application delivery.

After 3 months on the project I was transferred to lead a bigger team of 4-5 people on Alarm Clock Xtreme project. Due to collision of priorities, our product manager was moved to another project. That is when I started to take on his responsibilities as well.

This is the period in my career where I had the most fun. Feedback loop with our users worked really well. We were able to receive request, implement it and deliver it in next release. Also team was able to propose and then implement features that they think are important for the product. This was my idea of agile development.

During this time application has been completely rewritten and redesigned.

https://play.google.com/store/apps/details?id=com.alarmclock.xtreme.free

Avast Software, s.r.o. — *Lead Mobile Developer*

January 2018 - present, Prague, Czechia

After approximately a year on the project I was moved to lead a bigger team of 6 people on Android Avast VPN project and eventually another 6 people on iOS Avast VPN project. I am still developing for Android but I also work on better synchronization between iOS and Android teams.

Since we are developing 3 brands of one application, I was able to delegate my responsibilities (e.g. with publishing application) to more people in the team. This helped me focus more on common problems we face in mobile development and since then I have been an advocate for continuous delivery for mobile apps. On Android we were able to implement regular releases every 2 weeks without losing quality (from previous monthly or bi-monthly releases).

https://play.google.com/store/apps/details?id=com.avast.android.vpn

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