

# Borna Medanić

Senior Software Engineer

experienced in building modern Android applications

🏠 Zadar, Croatia

☎ +385 91 737 7616

✉ borna@appexpert.hr

🌐 appexpert.hr

🌐 in/bornamedanic

🔗 borna-mdn

## WORK EXPERIENCE

EMPLOYER **Self-employed**, owner at AppExpert.hr

PERIOD **2023 – Present** (9 months contracted)

POSITION **Software Engineering Consultant**

- Specialized in mobile app development in native (Android) or cross-platform (Flutter, Kotlin Multiplatform) environment
- Led end-to-end development of a startup MVP, from product definition and feature scoping to design collaboration, implementation, and release

EMPLOYER **Bending Spoons S.p.A.**

Milan, Italy

PERIOD **September 2021 – January 2024** (2 years +)

POSITION **Android Software Engineer & Tech Lead**

- Technical lead of a platform team, responsible for coaching, setting up goals and achieving them, setting up excellent standards
- Designed and developed libraries used in Bending Spoons apps, serving hundreds of millions of users, earning millions in revenue every month
- Developed complex features for the best apps in the market: Remini - AI Photo Enhancer, Splice Video Editor, Alight Motion, Filmic Pro

EMPLOYER **Troido – Simvelop GmbH**

Dusseldorf,

PERIOD **November 2017 – September 2021** (3.5 years +)

Germany

POSITION **Android Software Engineer & Tech Lead**

- Technical lead of a team of 8 engineers, responsible for architecture and code reviews, sprint planning, mentorship, and technical growth of team members
- Designed and delivered robust solutions with cutting edge technologies for 5+ different clients (10+ different projects)
- Developed unconventional Android apps and libraries covering Bluetooth Classic, BLE, Android interprocess communication, sensor data processing, and audio recording and transmission

EMPLOYER **Ericsson Nikola Tesla**

Zagreb, Croatia

PERIOD **November 2016 – November 2017** (1 year)

POSITION **Java Backend Software Engineer**

- Worked as a backend engineer on an application for managing and optimisation of base station swap process in mobile networks (2G, 3G, 4G)
- Took part in designing, developing and testing new features, fixing bugs, writing documentation, and L3 technical support

## CORE SKILLS

PROGRAMMING LANGUAGES AND TECHNOLOGIES	<b>Android Development:</b> Proficient in using Kotlin, Java, Jetpack Compose and XML, Jetpack Libraries, along with Android Studio, Gradle, and Android SDK. <b>Multiplatform Development:</b> Flutter, Dart, Kotlin Multiplatform. <b>Web Services:</b> Experienced in integrating RESTful services and using Firebase platform. <b>Databases:</b> Proficient with SQL. <b>Testing:</b> JUnit, Mockito, MockK, Espresso, Robolectric. <b>Familiar with:</b> Spring Boot, HTML, CSS, JavaScript, Docker.
ARCHITECTURE	Proficient with MVP, MVVM, Clean Architecture, Reactive Programming design patterns, and SOLID principles.
CONTINUOUS INTEGRATION	GitHub Actions, CircleCI, GitLab CI/CD.
TOOLS	Jira, Figma, Postman.

## EDUCATION AND CERTIFICATION

CERTIFICATE	<b>Oracle Certified Professional, Java SE 8 Programmer</b> (February 2020)
-------------	--

DEGREE	<b>Master of Science in Computing</b> (graduated in July 2016)
UNIVERSITY	<b>FER, University of Zagreb, Croatia</b>
THESIS	<b>An Android application for creation of crosswords that supports handwriting input</b>

DEGREE	<b>Bachelor of Science in Computing</b> (graduated in June 2014)
UNIVERSITY	<b>FER, University of Zagreb, Croatia</b>
THESIS	<b>Algorithms for finding a minimum spanning tree in a weighted graph</b>

## SELECTED PROJECTS

### Remini AI Photo Enhancer

As a part of a cross-functional team, I contributed to the development of an AI-powered photo enhancement app that reached #1 on the global app market chart. I implemented and optimized core image processing features, ran A/B tests, and addressed performance bottlenecks to support a smooth experience for millions of users.

### Splice Video Editor

Worked as a Senior Android Engineer on a video editing app, helping build the Android app to match the features of a successful iOS counterpart. I implemented complex editing features, refactored core architecture to resolve design issues, and optimized performance.

### tooz Smart Glasses Platform

Contributed to the development of a suite of Android software products supporting a cutting-edge smart glasses device. I led the implementation of the communication layer for the glasses, including a custom messaging protocol, Bluetooth connection, background service, and the SDK for third-party integration.