

Stephen D. Siapno

Software Engineer — Android

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EXPERIENCE

ERoad

June 2025 – Present

Mobile Engineer

- Part of the Mobile Foundation team to build and publish kotlin libraries for telemetry and shared UI components.
- Modernize legacy Android applications toward modular architecture and current Android development practices.
- Migrated CI/CD pipelines from Azure DevOps to GitHub Actions, improving build and release automation.
- Contribute to engineering standards, architecture decisions, and code reviews.
- Used AI-assisted development workflows using AGENTS.md, SKILLS.md, and MCP to improve delivery consistency.

Digiplus (AB Leisure Exponents)

October 2024 – May 2025

Android Developer

- Architected and delivered two applications using native Android and Kotlin Multiplatform.
- Introduced Jetpack Compose, Ktor, Koin, and Kotlin Multiplatform into the mobile development stack.
- Built reusable Android modules and established coding standards, peer reviews, and knowledge-sharing sessions.
- Promoted generative AI tools to improve development productivity.

Accenture

February 2020 – October 2024

Android Engineer

- Led the development and maintenance of more than 20 Android and embedded TV applications for an international client.
- Designed and delivered four Android modules covering architecture, implementation, testing, and documentation.
- Led five Android developers and mentored two engineers.
- Guided architecture decisions, coding standards, code reviews, and technical knowledge sharing.

Yondu

February 2018 – November 2019

Android Developer

- Served as the sole Android developer for an internal relationship-management application.
- Improved data-sync performance by 80% and modernized the application's architecture and development tools.
- Delivered 10 production features and enabled a weekly release cadence.

Auspex Corp

April 2017 – January 2018

Android Developer

- Built an offline-first Android application designed to remain fully functional without network connectivity.

Mobext

June 2016 – April 2017

Mobile Developer

- Rebuilt an Android application within three months and maintained consumer applications for McDonald's, Krispy Kreme, Yellow Cab, Pancake House, and Max's Restaurant.

PROJECT

Myrna & Judith - Bill and Payday Tracker

iOS: [\[App Store Link\]](#) | Android: [Closed Testing](#)

- Built and launched the initial production-ready version of a Kotlin Multiplatform bill and payday tracker in two weeks using an AI-assisted development workflow.
- Shared UI and business logic across Android and iOS using Kotlin Multiplatform and Compose Multiplatform.
- Designed an offline-first experience with local storage and notifications, eliminating the need for user accounts or a backend.
- Integrated Firebase Analytics and Crashlytics and managed the end-to-end App Store and Google Play release lifecycle.
- Applied structured AI workflows across implementation, product design, branding, marketing assets, testing, and release preparation.

TECHNICAL SKILLS

Languages: Kotlin, Java

Mobile: Android SDK, Jetpack Compose, Kotlin Multiplatform, Compose Multiplatform

Architecture: MVVM, MVI, Clean Architecture, Modular Architecture

Libraries: Coroutines, Flow, Koin, Hilt, Dagger, Ktor, Retrofit, OkHttp, Room, RxJava

Testing and Quality: Mockito, Espresso, Appium, MobSF, SonarQube

Platforms and Tools: Gradle, Git, GitHub Actions, Azure DevOps, Firebase, Sentry, Jira

AI Development: GitHub Copilot, Codex, Claude, MCP

Practices: Agile, CI/CD, Code Review, Unit Testing

EDUCATION

University of Pangasinan – Phinma Network

Bachelor of Science in Information Technology

May 2016