

Clifford Hattingh - Senior Android Engineer

Kotlin & Compose UI Expert | +44 747 083 4008 / +2762 212 5350 | cv@cliffxrd.com

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PROFESSIONAL SUMMARY

Senior Android Engineer with over 10 years of experience, specializing in **Kotlin**, **Jetpack Compose**, and scalable **Design Systems**. Proven track record of architecting complex UI/UX for global applications (HBO Max, discovery+), serving millions of users. Unique background in 3D design and creative tools, bridging the gap between engineering and design teams to build novel, fluid human-computer interactions. Passionate about LLM integration on mobile and currently exploring Gemini API implementations.

TECHNICAL SKILLS

- **Core:** Kotlin (Expert), Java, Android SDK, Jetpack Compose, Coroutines, Flow.
- **Architecture:** MVVM, MVI, Clean Architecture, Modularization, Design Systems.
- **Tools:** Android Studio, Gradle, Git, Figma (Developer Handoff), CI/CD pipelines.
- **Emerging Tech:** Generative AI integration, XR (Extended Reality), Large Screen/Foldable Support, Accessibility Services.

PROFESSIONAL EXPERIENCE

INDEPENDENT ENGINEERING & RESEARCH | London, UK / Cape Town, ZA

Senior Android Researcher | May 2025 – Present

- **Distributed AI Systems:** Conceptualized "HyveAi," a distributed computing framework allowing for decentralized AI model calculations. Secured initial angel investment offer based on the technical proof-of-concept.
- **GeoPaws:** Developing a location-based pet utility application utilizing advanced geolocation services and real-time database synchronization (Firebase). Implemented **AI pet recognition** features using on-device computer vision models. Focused on battery-efficient background location tracking algorithms.
- **Skill Enhancement:** Advanced coursework in Generative AI (Databricks) and deep-dive exploration of the Gemini SDK for Android.

WARNER BROS. DISCOVERY | London, UK (Hybrid)

Senior Software Engineer (Android) | Oct 2022 – May 2025

- **Architected Large-Screen Support:** Led the engineering effort to adapt the HBO Max/Max application for Foldable and Tablet devices. Implemented comprehensive breakpoint logic that future-proofed the app for new form factors, directly contributing to the app receiving Google's "Best Multi-device App" award.
- **Design System Engineering:** Spearheaded the development of "AppTheme," a dynamic, token-based design system using Jetpack Compose. This bridged the gap between Design and Engineering, allowing for instant white-label rebranding and dynamic resizing across form factors.
- **Google Collaboration:** Acted as the primary technical point of contact with Google Engineering teams to resolve critical platform-level accessibility bug (Samsung Screen Reader), resulting in patches that improved the Android ecosystem for all users.
- **Focus Management:** Developed "FocalConductor," a custom solution for complex focus management on non-touch interfaces (TV/Keyboard), solving a critical usability blocker for the global launch.
- **AI & Innovation:** Early adopter of AI-assisted development (Copilot, Gemini).

- **2nd Place Winner** in the WBD Internal Hackathon (Dec 2024) for an AI-concept improving accessibility.

HOOOLIGAN DEVELOPMENT | Cape Town, ZA (Remote)

Android Engineer (Contracted to Discovery Inc.) | June 2020 – Sept 2022 |

- **Compose Migration:** Led the strategic rollout of Jetpack Compose for the discovery+ app. Conducted feasibility studies, established best practices, and trained the wider team, moving Android to the forefront of the company's tech stack.
- **Global Design System:** Served as the Android representative on the Global Design System team. Collaborated with iOS and Web leads to unify design tokens, ensuring visual consistency across all platforms for the Tokyo Summer Olympic Games coverage.
- **Hackathon Success: 2nd Place Winner** in the Discovery Hackathon (Jan 2022) for an Augmented Reality (AR) concept using Maps SDK.

EVENTCLOUD | Cape Town, ZA (Hybrid)

Android Developer & Android Team Lead | Aug 2016 – Sept 2019

- **Optimization:** Reduced application size by 77% (98MB to 22MB) and reduced fatal crash rates by 85% through rigorous code optimization, asset compression (WebP), and native SDK implementation.
- **White-Label Platform Architecture:** Engineered the core white-label build system that generated branded event applications for over 25 high-profile clients, including **Taxify/Bolt**, **Superdrug UK**, **Dubai Department of Happiness**, and **RDPetro**. Utilized complex Gradle build flavors to maintain a single robust codebase while delivering unique, branded client experiences.
- **Leadership:** Promoted from Developer to Team Lead; implemented the company's first formal QA and automated testing processes (Firebase Test Lab).

EARLY CAREER & CREATIVE FOUNDATION

- **Founder**, WeeFee (2016 – 2019): Built and shipped a native Android utility app for Wi-Fi sharing. Managed full product lifecycle from concept to Google Play release.
- **Game Design & 3D Development** (Kaneva, 2010 – 2016):
 - **Relevance:** Gained foundational understanding of 3D spatial environments, coordinate systems, and user interaction loops. This background informs my current approach to building immersive mobile UIs and animations in Compose.
 - **Roles included:** Game Designer, Game Developer (Lua), and 3D Artist.

EDUCATION

University of Cape Town | 2013 – 2016

- **Majors:** Computer Science, Media & Writing, Film & Television.

CERTIFICATIONS & AWARDS

- **Databricks:** Generative AI Solution Development.
- **Google/Udacity:** Advanced Android App Development, Advanced Kotlin.
- **Awards:**
 - Google Playstore "Best Multi-device App of 2024" (Contributor via WBD)
 - 2nd Place Winner WBD Hackathon 2024 (AI Accessibility),
 - 2nd Place Winner Discovery Hackathon 2022 (AR Concept).