

BJ Christiansen

Software Engineer

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Performance-driven Software Engineer with a 10+ year history of delivering innovative, user-centric applications across the full software development lifecycle. Expertise in architecting extensible solutions, optimizing app performance, and providing leadership on design, testing, and security best practices. Eager to contribute to collaborative, innovative projects.

Technical Skills & Expertise

- **Core Expertise:** Software Architecture, Video Streaming (Media3, ExoPlayer, HLS, DASH, DRM, Telemetry), Performance Optimization, Modern Android Development (Jetpack Compose), Team Leadership & Mentorship
- **Languages & Frameworks:** Kotlin, Java, C#, GraphQL, RESTful APIs, AWS, Firebase, .NET, SQL
- **Industry Concepts:** CI/CD, Unit Testing, Dependency Injection, Version Control (Git), User-Centric Design

Career Experience

Swipeclock, South Jordan, UT
Senior Software Engineer

Apr 2025 – Present

Primary Engineer for Android embedded ecosystem, optimizing architecture for scalability and performance.

- Architected and deployed a frictionless device registration workflow, **reducing setup time by 50%** and improving the out-of-the-box experience.
- Led a strategic initiative to refactor and unify redundant repositories, improving code maintainability and increasing development velocity.
- Leveraged advanced AI coding assistants, including CoPilot and Cursor, to **accelerate development velocity** while enhancing code maintainability and minimizing defect rates.

PAC-12 Enterprises, San Francisco, CA (Remote)

Oct 2021 – Mar 2024

Developer III | Team Lead

Led team in modernizing the PAC-12 Now mobile and TV apps and optimizing streaming workflows, achieving a **20% reduction in app crashes** and enhancing performance via GraphQL implementation, which **reduced data loading times by 40%**.

- Spearheaded multiple **large-scale refactors** including Jetpack Compose and GraphQL adoption, improving development efficiency by 25%.
- Modernized the mobile streaming architecture by migrating to the Media3 and ExoPlayer libraries, significantly improving playback performance, reliability, and code maintainability.
- Integrated Adobe DRM management solutions for secure provider authentication and protected content delivery.
- **Increased team productivity by 15%** through GraphQL implementation and providing mentorship in Android Architecture.

Xactware, Lehi, UT

Aug 2015 – Oct 2021

Developer II

Managed cross-platform development (Xamarin) for the Sketch feature. Adapted desktop features for mobile use, **improving user satisfaction by 20%**. Successfully transitioned to backend API support, mastering .NET and AWS tools.

- Designed, implemented, and deployed .NET web-based APIs, including managing CI/CD pipelines.
- Directed the full conversion of the EstimateON Android app to Kotlin, **achieving 100% Kotlin utilization**.
- Integrated Google Play Store billing subscription-oriented flows for professional service modules, ensuring secure and scalable billing integrations.

Education

B.S in Computer Science, University of Hawai'i at Mānoa, Honolulu, HI, 2014