

Jeremy Kliphouse

Mobile Engineering Manager ▪ iOS and Android ▪ Technical Leadership

Summary

Mobile Engineering Manager with a strong record of shipping native mobile products, building cross-platform teams, and helping developers grow into high performers while shaping teams into high-trust, high-output groups. Expert in native iOS and Android development with experience in scalable system design, Agile development, CI/CD pipelines, and aligning engineering with product goals.

Experience

May '23 – **Mobile Engineering Manager / Staff Engineer** Hatch, Palo Alto, CA

- Present
- Manage 6 Android and iOS engineers building the Restore platform. Balance strategy, execution, delivery, and people development while actively contributing code in Kotlin, Swift, Jetpack Compose, and SwiftUI.
 - Co-developed and evangelized company-wide adoption of "Absurd Purism," a UI architecture pattern across Android and iOS teams, creating demo applications, documentation, and hosting weekly training sessions to accelerate development velocity and improve code maintainability
 - Led cross-functional initiatives coordinating mobile, backend, data science, and embedded teams, contributing production code in Kotlin and Swift while architecting integrated IoT product features
 - Interviewed candidates regularly and maintained technical assessment projects, supporting strategic hiring initiatives
 - Managed team performance through coaching 4 engineers to high performance and making difficult personnel decisions with 2 others to maintain team standards
 - Delivered Restore 3 MVP amid shifting constraints by managing scope pressure and redirecting feature creep into fast-follow plans
 - Maintained 100% team retention and consistent delivery velocity despite frequent leadership transitions and rapidly changing requirements

Aug '21 – **Principal Android Engineer** Homesnap, Bethesda, MD

- May '23
- Led Android strategy and delivery for Homesnap Showings and Citysnap, building new products while modernizing a decade-old codebase. Balanced architecture, mentorship, and delivery alongside developer experience improvements.
 - Advocated for and led development of a Backend-for-Frontend (BFF) layer to consolidate business logic from multiple acquired backend systems, significantly reducing mobile client complexity and accelerating feature delivery
 - Drove platform modularization enabling the launch of Citysnap, a white-labeled NYC market release
 - Built CI/CD pipelines with GitHub Actions and Fastlane, reducing deployment friction and enabling PR-based workflows
 - Optimized Gradle and dev environment configuration, reducing local build times by 35%
 - Mentored junior developers through weekly pairing and established cross-platform engineering syncs

Apr '19 – Aug '21 **Android Architect / Instructor** Big Nerd Ranch, Atlanta, GA

- Taught, built, and consulted on Android projects for companies ranging from startups to global tech leaders.
- Taught Android development and Kotlin programming to engineers at major tech companies, maintaining subject-matter expertise
- Authored technical documentation for Android platform components, contributing to resources used by millions of developers worldwide
- Rebuilt and modernized the Advanced Android curriculum from Java to Kotlin
- Served as a technical advisor in sales and scoping conversations, helping win and shape client engagements

Jan '15 – Apr '19 **Software Engineer** Mindgrub Technologies, Baltimore, MD

- Built native and cross-platform mobile apps across industries

Education

B.S., Computer Science *University of Maryland*

B.A., Government and Public Policy *University of Baltimore*