

Jonathan Nakhla

Oakland, CA
UC Berkeley — BA, Computer Science, 2015

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EXPERIENCE

Square (Block, Inc.)

Senior Android Software Engineer

Remote – Oakland, CA

October 2020 – February 2026

Worked on payment processing, compliance, and SDK development for Square's Android payment ecosystem.

- **Mobile Payments SDK (MPSDK):** Helped deliver MPSDK from alpha to full release across four countries. Worked across the Android client: networking, API integration, UI via Jetpack Compose, local storage, first-party Square Point of Sale (SPOS) integration, and groundwork for third-party integration.
 - Implemented offline database layer for offline payment mode
 - Built support for multiple payment methods such as EMV, cash, and Apple VAS
 - Introduced Jetpack Compose to MPSDK and onboarded the team on Compose best practices
 - Provided on-call support for MPSDK and IAP SDK
- **Checkout Flow:** Improved the core payment-taking experience for all of Square Point of Sale.
 - E-Money Payments: Built Android implementation for TMN certification in Japan, **unlocking Square Register hardware launch**. Delivered a scalable solution adopted across 3+ platforms. Refactored legacy payment logic for new card reader APIs, simplifying the codebase and resolving bugs.
 - Interac Refunds: Co-led from requirements through alpha/beta rollout, **unlocking Canada rollout of new payment infrastructure**. Created onboarding docs that brought new engineers up to speed in under a week.
 - UI Modernization: Rebuilt PIN entry screen within legacy canvas-based views under security constraints that prevented Compose adoption. Updated cross-section sorting algorithm for core internal UI component.
 - Accessibility Compliance: Updated Checkout Flow Android code for European Accessibility Act compliance, served as org-wide representative to ensure other teams met deadlines, authored release branch proposals and engineering guidelines for Release Ops, and created a centralized tracking doc for engineers and testers.
 - Security Compliance: Resolved a last-minute PCI MPoC security finding for manual card entry on SPOS, meeting assessor-defined timelines to keep certification on schedule. Refactored security checkers into reusable components and integrated them with a Jetpack Compose UI built from the ground up.
- **AI Tooling:** Integrated Claude Code, Cursor, and Figma MCP into development workflow, accelerating delivery of production-quality Android code, including UI and unit tests, from design specs. Co-developed an on-call AI skill leveraging Slack, Jira/Linear, Snowflake, and internal MCPs to streamline on-call workflows.
- **Mentorship & Hiring:** Mentored engineers across and outside the team on Android fundamentals, Jetpack Compose, and coroutines, as well as higher-level topics including design patterns, engineering methodology, and SDLC best practices. Built interviewer training for the mobile take-home evaluation process, helping align evaluation standards across all mobile engineers.

WeWork

Senior Android Software Engineer

San Francisco, CA

April 2019 – April 2020

Built shared Android libraries for WeWork's multi-app ecosystem, with a focus on clean architecture and cross-app reuse.

- **Platform Libraries:** Designed and architected Android libraries from the ground up to be used across a broad suite of apps. Wrote Kotlin-only code that also supported Java interop.
- **Test Infrastructure:** Utilized factory design pattern and Mockito & MockK to offer the highest level of JUnit testing.
- **SDK Integration:** Integrated Access SDK into WeWork app built using Redux architecture via Airbnb's Epoxy library.

Pandora

Android Software Engineer

Oakland, CA

June 2015 – April 2019

Core contributor on the Android app team, building user-facing features and improving app performance.

- **Product Features:** Utilized Android fundamentals (AsyncTasks, RecyclerViews) and libraries (Dagger, RxJava) to implement features including Replays in Pandora Plus and the "New Music" page in Browse with paginating UI. Implemented the new native notification player and offline search (hackathon).
- **Performance & Navigation:** Refactored user navigation through fragments and cut down app memory usage by 20 MB. Refactored base navigation implementation from a navigation drawer to a bottom navigation bar.
- **Test Automation:** Implemented Espresso automated testing for the Pandora app.
- **Mentorship:** Mentored summer intern.

Tarana Wireless

Mobile Development Intern

Berkeley, CA

May 2014 – January 2015

Contributed to an early-stage internal Android app with Bluetooth hardware integration.

- **App Development:** Improved and debugged an internal Android application in its alpha phase that connected to a computer via Bluetooth serial adapter.
- **Build & Tooling:** Integrated the mobile Android application into the startup's build process. Wrote UNIX scripts to support integration.