

# Rody Davis

Senior Developer Relations Engineer

San Francisco Bay Area

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## Summary

A professional mobile and full-stack developer with extensive experience in developer relations, software engineering, and product development. Proven ability to create and support developer tools, build thriving communities, and lead cross-functional initiatives across a wide range of technologies including AI, Web, Flutter, and other native mobile frameworks.

## Experience

Google | San Francisco Bay Area

Senior Developer Relations Engineer | July 2020 - Present

### Antigravity

- Orchestrated the launch of Antigravity in Nov 1, 2025, developing high-impact launch day demonstrations and strategic collaborative videos to maximize product visibility.
- Spearheaded Developer Relations for intermediate to advanced (100-300 level) technical content, engaging a diverse audience of internal and external developers.
- Produced a consistent stream of multi-platform social media content and primary YouTube features to drive engagement.
- Established cross-functional partnerships to develop integrated content for Antigravity, Firebase, and Flutter.
- Designed specialized launch day demos for major Gemini 3 model updates utilizing the Antigravity platform.
- Directed agent skill development across Antigravity, Firebase, and Flutter through developer tool creation, video production, and internal consultancy.
- Helped drive adoption of Antigravity internally from developers to non technical people.

### Project IDX and Firebase Studio

- Launched Firebase Studio at Cloud Next 2025, supporting the product's growth.
- Ran the Firebase Studio booth at all three I/O Connects and the main I/O in 2025, giving 4 talks on the product.
- Enhanced the developer experience for Flutter within Firebase Studio by revamping the base template and streamlining integrations.

- Partnered with product teams (Firebase, Flutter, Angular) on the integration of templates and MCP servers.
- Authored AI rules files for external users to streamline development.
- Created templates for Gemini in Firebase Studio to showcase AI Agent driven capabilities.
- Contributed source code to the IDE for releases supporting launch day moments.
- Led the Firebase Studio sunset and migration plans to AI Studio and Antigravity by being deeply connected on social and the forums and assisting with internal testing of migration tools.

### **Solutions Developer Relations (1 year)**

- Collaborated with multiple teams across Google (Flutter, Go, Angular, Web, Firebase) to improve how products work together.
- Launched new full-stack developer experiences and targeted content on DevSite.

### **Material Design Developer Relations (3 years)**

- Supported the Material Web Components and Lit (formerly Polymer) teams.
- Built the Material Theme Builder for Figma, growing it into one of the platform's most popular plugins with over 400k active users.
- Drove the adoption of Material Color Utilities (MCU) across multiple platforms by writing code for the official client libraries including (Swift, Objective-C, Dart, JavaScript, and Python).

### **Key Cross-Functional Initiatives**

- **Google I/O and Google Cloud Next:** Presented multiple talks and keynotes every year on AI, cross platform and serverless deployments in building apps
- **DevShow:** Recorded over 15 episodes for the longest-running developer show at Google.
- **Google Design Platform (GDP):** Co-authored the next generation of design token systems for Gemini by creating foundational AI rules files.
- **Google Developer Platform (GDP):** Drove the implementation of new badge experiences on DevSite and showcased the platform's premium plan within Firebase Studio.
- **Gemini:** Worked to be a very early adopter for Gemini since palm and helping support every model release. Contributed to key docs for Go and Node samples.
- **Gemma:** Collaborated with the Gemma teams on the successful launches of Gemma by creating key examples and showcasing its integration in the Gemini API and Firebase Studio.
- **Google DeepMind & Labs:** Enabled users to build with the Gemini API by writing and reviewing Go and Node.js code for documentation and examples. Authored numerous Flutter and web examples to showcase new Gemini features.

- **Flutter:** Provided full-stack resources, promoted AI integration, and drove multi-product adoption for Flutter teams across Google.
- **Angular:** Partnered with Angular DevRel on resources for building AI-powered applications with Angular, Gemini, and Firebase Studio.
- **ChromeOS:** Collaborated with Web Standards teams to evolve design systems using Modern CSS and Open Web UI, creating impactful demos to drive adoption of framework-agnostic web components.
- **Google Fonts:** Drove adoption of modern typography by building a popular tool (still used in keynote demos) to showcase variable fonts and symbols, and partnered with the Flutter team to integrate the latest design tokens and icons.
- **Internal Classes:** Taught music production classes with MIDI hardware to multiple teams.

## **Rive** | San Francisco Bay Area

Software Engineer | November 2019 - March 2020

- Built a prototype of a Next.js editor in Flutter to start the migration to CanvasKit.
- Created the Android runtime in Kotlin for a low-level animation program using SKIA APIs.
- Developed multiple desktop plugins for Flutter using C++ and Swift for macOS, Windows, and Linux.
- Created an auto updater for the desktop app targeting MacOS and Windows

## **CrossMedia LLC** | Tampa/St. Petersburg, Florida Area

Full Stack Developer | July 2017 - November 2019

- Built a REST API backend for web and mobile to help scale the monolith application.
- Created native iOS and Android applications targeting loan officers.
- Created a Flutter application (Android + iOS) targeting realtors.
- Created a full backend for mobile using Firebase, following SOC-III compliance.
- Worked on an enterprise CRM for loan officers using C# and MSSQL.

## **Open Source Contributions** | 2017 - Present

- Contributed to many popular open-source projects, including Flutter, Firebase, Vite, and SQLite-vec.
- **Signals:** Ported Preact signals to Dart, which resulted in a very popular state management solution for Flutter.
- **Flutter PPTX:** Created an OpenXML and PPTX parser that can read and write PowerPoints in Dart.
- **SQLite Extensions:** Authored multiple extensions, including sqlite-crtd, a pure C CRDT library for SQLite-based distributed apps.
- **Material Design Lite:** Created a CSS-only implementation of Material Design Lite.

- **Dart & Flutter Plugins:** Published over 40 plugins, including infinite\_canvas, flutter\_midi, and flutter\_sms.
- **Dynamic Color Plugins:** Obsidian, VSCode, PostCSS.
- **Material Design Icons for Stream Deck:** Reverse engineered and created plugin which became official.

## Technical Skills

- **Languages:** JavaScript, TypeScript, Dart, Go, Node.js, Kotlin, Swift, C, C#, SQL
- **Frameworks & Platforms:** Flutter, Angular, Lit, Material Design, Firebase, Google Cloud, Gemini API
- **Tools:** Figma, Git, Android Studio, VS Code, SQLite, Docker.
- **Core Competencies:** Developer Relations, Full-Stack Development, Mobile Development, On-device AI, Community Building, Technical Writing, Public Speaking, Web Standards, Cross platform Development, Offline First Apps, Bleeding Edge Experiments, Self Hosting and CI/CD

## Education

Florida College | 2012 - 2017

Management Information Systems, Business Administration

## Patents & Publications

- **Google AI Patent:** [Graph-based AI Compiler](#)
- **Publications:** The Pitch Pipe, Widget Studio, Material Theme Builder, Pocket Piano, Widget Studio

## Certifications

- CompTIA Network+
- iOS Qualification
- CompTIA A+
- Apple Certified Support Professional