



## Android developer

### Job Information

**Recruiter**

[Drake International K.K.](#)

**Hiring Company**

A fast-growing technology company operating one of Japan's lead

**Job ID**

1607283

**Industry**

Software

**Company Type**

Small/Medium Company (300 employees or less) - International Company

**Non-Japanese Ratio**

About half Japanese

**Job Type**

Permanent Full-time

**Location**

Tokyo - 23 Wards

**Salary**

7 million yen ~ 12 million yen

**Salary Bonuses**

Bonuses included in indicated salary.

**Refreshed**

August 26th, 2026 00:00

### General Requirements

**Minimum Experience Level**

Over 3 years

**Career Level**

Mid Career

**Minimum English Level**

Business Level

**Minimum Japanese Level**

None

**Minimum Education Level**

Bachelor's Degree

**Visa Status**

Permission to work in Japan required

### Job Description

A fast-growing digital platform powering large-scale online communities is expanding its engineering team as it continues to scale its product and user experience. The business operates a subscription-based platform with a significant and growing user base, creating meaningful technical challenges around performance, engagement, and product evolution.

As an Android Engineer, you will take ownership of key features from concept through release, working closely with product managers and designers to turn ideas into high-quality mobile experiences. This role is focused on native Android

development with Kotlin, where you will contribute to architecture decisions, improve technical quality through refactoring and code reviews, and help shape the future direction of the Android application.

What makes this role stand out is the level of ownership and influence. You will have the opportunity to drive technical modernization, explore new Android capabilities, contribute to architectural decisions, and apply AI-augmented development practices to increase productivity and product quality. Your work will directly impact a high-traffic consumer platform used by a large and engaged community.

If you have strong native Android experience, hands-on knowledge of Google Play Billing, and enjoy building products in collaboration with cross-functional teams, we'd love to hear from you.

---

## Required Skills

- 3-5+ years of native Android development experience using Kotlin
- Strong understanding of the Android SDK and the ability to explain technical design decisions
- Hands-on experience with Google Play Billing (In-App Billing) implementation and maintenance
- Experience delivering features from planning through release, with a focus on user experience
- Experience using, or strong interest in using, AI-powered development tools (coding assistants, automated testing, agentic tools) to improve productivity while maintaining code quality
- Ability to work closely with Product Managers and Designers and contribute to team consensus
- Experience architecting and developing scalable Android features
- Strong coding practices, including code reviews, refactoring, and system improvement
- Ability to translate UI/UX requirements into technical solutions
- Business-level proficiency in either Japanese or English, plus at least conversational proficiency in the other language

### Nice-to-have skills (preferred but not required):

- Video streaming experience (RTMP/S, HLS, Low-Latency HLS)
- Advanced UI/UX implementation, animations, and custom views
- Payment security and server-side verification experience
- DRM (Digital Rights Management) knowledge
- Experience defining technical roadmaps and architecture for high-traffic products

---

## Company Description