

Kamran Alam

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Education

SUPERIOR UNIVERSITY, LAHORE

Bachelor of Information Technology

Lahore, Pakistan

2018-2022

Skills

Android Studio, Android SDK, Visual Studio, Java, Kotlin, NDK, RESTful API, Retrofit, MVVM, Room database, Dependency Injection Dagger, GIT, Coroutines, SQLite, OOP, Firebase SDK, Facebook SDK, Custom Library/SDK, Custom Views, Canvas, Clean Architecture, SOLID Principles, Unit Testing, Custom Gradle Plugin, CI/CD

Professional Experience

The Game Storms Studios

(05/2022 - Present) Lahore, Pakistan

- Developed 4+ Android apps from scratch and updated 15+ existing apps across diverse categories:
 - Logo Maker, Invitation Card Maker, Voice Changer, Maps & Navigation, Music & Audio, Video Players, Health & Fitness
- Specialized in MVVM architecture, clean architecture, and modular development for scalability and maintainability
- Delivered high-quality, efficient, and user-friendly apps using Kotlin
- Collaborated with technical and design teams to:
 - Implement innovative features
 - Modernize codebases and optimize performance
 - Establish coding standards and conduct code reviews
 - Streamline development processes

RB-Sol

(10/2021 - 01/2022) Lahore, Pakistan

- Developed and maintained **photo editing apps** with real-time features like **filters, cropping, rotating, and image enhancement**
- Implemented **collage creation tools** with customizable layouts for personalized photo compositions
- Built **intuitive UI/UX** for phones and tablets using **Android SDK** and third-party libraries
- Integrated APIs to enable **image uploads** and **real-time incident reporting** to backend servers
- Utilized tools like **Google Maps API, Firebase, and Retrofit** to enhance functionality and improve user interaction

Itried Technology

(7/2021 - 10/2021) Lahore, Pakistan

- Designed and developed intuitive UI components for Android apps, focusing on user-friendly experiences
- Gained hands-on experience with activities, fragments, layouts, views, and event handling
- Wrote clean and maintainable code using Java/Kotlin and XML, following Android best practices
- Collaborated with teams and continuously improved understanding of UI/UX design principles and Android fundamentals

Projects

Universal TV Remote

• [For Android](#)

- Developed a fully functional **Android TV Remote** app using **Kotlin**, following **MVVM** and **Clean Architecture** principles
- Integrated **Wi-Fi and Bluetooth connectivity** for seamless device discovery, pairing, and control
- Implemented key features: **power control**, **volume adjustment**, and **navigation controls** with **low latency** for real-time responsiveness
- Added a **compact home screen widget** to provide instant access to TV controls without opening the app
- Implemented **connection drop detection** with real-time **notifications** to alert users of lost TV connectivity
- Ensured **modular, scalable, and maintainable code** by following best practices in architecture and design patterns

Invitation Card Maker

• [For Android](#)

- Developed an **Invitation Card Maker** app using **Kotlin**, following **MVVM** and **Clean Architecture** for clean, scalable, and maintainable code
- Enabled users to **design customizable invitation cards** for events such as weddings, birthdays, parties, and business functions
- Provided features like **text editing**, **font styles**, **color themes**, **background templates**, and **image insertion** for rich personalization
- Integrated **drag-and-drop UI elements**, allowing intuitive card layout design with real-time previews
- Implemented **export and sharing functionality** (JPEG/PDF) to share cards via social platforms, email, or messaging apps
- Ensured smooth performance across devices by optimizing **canvas rendering**, memory usage, and layout responsiveness

Voice Changer

• [For Android](#)

- Developed a **Voice Changer** app using **Kotlin**, following **MVVM architecture** and **Clean Architecture** for robust, maintainable code
- Implemented **real-time voice effects** including robotic, pitch shift, gender swap, and more for both **audio and video recordings**
- Enabled users to **record, import audio/video files**, and perform **text-to-speech (TTS) conversion** with applied voice modifications
- Built a **responsive and user-friendly interface** to provide seamless access to recording, editing, and preview tools
- Applied performance optimizations for **real-time audio processing**, ensuring low latency and high-quality output across devices
- Used third-party audio processing libraries and custom DSP techniques for advanced voice transformation effects

Also contributed to various other Android applications including **data sharing**, **photo editing**, **social media**, and **e-commerce** apps—many of which are **published on the Google Play Store**

• [Play Store](#)