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EDUCATION

Gujarat Technology University Bachelors of Engineering in Computer Engineering; CGPA: 7.18

Surat, Gujrat Aug. 2014 – July. 2018

WORK EXPERIENCE

Estrrado Technologies

Remote March 2023 - June 2025

Sr Android Developer o Developed new UI features using Constraint Layout, improving UI consistency and enabling faster iteration

- o Architected and developed a music streaming app using Kotlin, MVVM, Dagger Hilt, ExoPlayer, and Firebase for In-App Purchase(Google) subscription.
- Collaborated with backend teams to integrate RESTful APIs, ensuring seamless data sync.
- Achieved a **crash-free session** rate of **98.79%** through proactive debugging and performance tuning.
- o Developed features from scratch for a user base of 50K+ users, increasing user engagement time by 18%.
- Reduced APK size by 6.9 MB, positively impacting download rates.
- Built and maintained a modular Android Application Architecture that reduced the code complexity.
- Used AI-assisted development tools like GitHub Copilot and ChatGPT to improve code quality, speed up test writing, and assist in architecture decisions.

CodeTown Technologies

Remote

Feb 2022 - Nov 2022

- Sr Mobile Developer o Developed and deployed multiple apps using **Kotlin** and **Flutter** across healthcare, e-commerce, and
 - entertainment domains.
 - o Created Doctor Plaza app with 1-to-1 video calling using **Twilio**, secure payment via razorpay, and MVVM Architecture.
 - o Implemented **WebRtc** for real-time audio/video apps with session management and low-latency communication.

Ebizz Infotech

Surat, GJ

Principal Software Engineer

Jan 2021 - Feb 2022

- Optimized performance, reducing crash rates by 35%
- Managed client communication and timely project delivery with 100% on-time rate
- Collaborated on feature development increasing user retention by 25%

• Hashrail Info pvt ltd

Surat, GJ

Android Developer

Aug 2018 - Dec 2020

- Started Career with Android Java projects, after mastered in Kotlin and Java.
- Handled full-cycle Android app development with clean architecture.
- Enhanced app performance and resolved usability issues through effective debugging and third-party integrations.

PROJECTS

Tale'O'Meter: Developed an end-to-end music streaming app using Kotlin, MVVM, Dagger Hilt, Co-Routines and ExoPlayer with PlayStore In-App Subscriptions, access control, and Offline Downloads with Exoplayer Encryption and Room Database for subscribed users.

GoGo Mall: An e-commerce app for electronics, using Kotlin with MVVM Architecture and Jetpack components. Implemented secure payment integration, and a seamless user experience for product discovery and checkout.

Doctor Plaza: Developed a hospitality app enabling patients to book online and offline appointments with clinics and doctors by specialty. Integrated one-to-one video consultations using **Twilio** and secured online payments via **Razorpay**.

Remote Assist: Built a remote assistance solution using Shared AR and **WebRTC** with peer-to-peer connections, enabling real-time cross-platform communication between Android and iOS. Used **Firebase Realtime Database** to exchange signaling data for WebRTC, facilitating seamless connection setup and media transfer.

Fuse: Developed an online movie-dating and social app where users swipe on movies, make matches, and chat in real-time. Implemented real-time messaging using **WebSockets** for seamless communication between matched users.

<u>Elvis CRM – ERP System</u>: Led end-to-end cross-platform development of an ERP solution using **Flutter** and **BLoC** for state management. Designed and implemented data management, reporting, and workflow automation modules with custom UI components optimized for performance and usability.

<u>G1C – Service-Based App</u>: Developed a real-time, on-demand service app in **Flutter** using **BLoC** for state management. Implemented user bookings, provider tracking, service history, and secure transactions via **iPay88** payment gateway.

TECHNICAL SKILLS

- Languages & Frameworks: Kotlin, Java, Dart, Flutter, XML, Solid Principles
- Android Development: Android SDK, Jetpack Components, ViewModel, LiveData, StateFlow, Navigation Component, Coroutines, RxJava, WorkManager, ThreadPooling.
- Networking & Backend: Retrofit, Volley, WebSocket, REST APIs
- Database: Room, SQLite, SharedPreferences
- Media & Real-time Tech: ExoPlayer, WebRTC, OpenGL, CameraX
- Architecture & Patterns: MVVM, MVC, Clean Architecture
- Dependency Injection & Tools: Dagger Hilt, Hilt
- CI/CD & Testing: Firebase (Analytics, Crashlytics, Firestore, Realtime DB), Git, GitHub, Bitbucket, JUnit, Mockito
- UI/UX & Libraries: Lottie, Glide, Picasso, Coil, Flexbox, ConstraintLayout, Material Design, Jetpack Compose
- Payment & Communication APIs: In-App Purchase, Razorpay, Twilio, Agora, ipay88
- Other Tools: Figma (for UI collaboration), Jira, Postman