Dinakaran Kommunuri

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Professional Summary

Android Engineer with 4 years of hands-on experience building and maintaining production-grade mobile applications using Kotlin and Flutter. Strong expertise in native Android development with a growing focus on cross-platform solutions using Flutter and Dart. Proven track record in performance optimization, application stability, and scalable architecture using Jetpack Compose, MVVM, and Clean Architecture. Experienced in delivering enterprise-scale applications, resolving production issues, supporting releases, and collaborating closely with cross-functional teams throughout the software development lifecycle in Agile environments.

Experience

Android Engineer (Engineer - SE), Innominds Software PVT LTD — May 2025 – Present

- Leading development and enhancement of Android application features from design through production release.
- Building modern, responsive user interfaces using Jetpack Compose and XML, ensuring compatibility across multiple screen sizes and device types.
- Owning production stability by analyzing crash reports and resolving issues reported by clients and monitoring tools.
- Optimized multimedia processing and video workflows, improving playback performance and reducing overall network usage.
- Actively collaborating with backend, QA, and design teams to align technical implementation with business requirements.
- Enforcing code quality standards through code reviews and static analysis to maintain clean and maintainable codebases.
- Supporting Play Store releases, hotfix validations, and post-release issue monitoring.

Android Developer (Mobile App Engineer), Hexaware Technologies — Aug 2021 – Nov 2024

- Worked on development and maintenance of large-scale native Android applications using Kotlin.
- Played a key role in migrating application features from Xamarin (C#) to native Android, ensuring feature parity and performance improvements.
- Reduced application crash rates by approximately 30% by identifying memory leaks, improving error handling, and monitoring production issues using New Relic.
- Improved user engagement and retention through UX improvements and feature enhancements delivered across multiple releases.
- Implemented Jetpack components including ViewModel, Navigation Component, LiveData, and WorkManager to ensure lifecycle-aware and scalable architecture.
- Improved API performance by implementing caching strategies and optimizing Retrofit-based network calls, reducing latency by around 25%.
- Maintained high code quality standards through regular code reviews and static analysis using SonarQube.
- Wrote basic unit tests for ViewModel logic and validated API behavior using mock responses during development.
- Collaborated in Agile/Scrum sprints with UI/UX designers, QA engineers, and backend teams to deliver features on schedule.
- Assisted with release coordination and worked closely with QA teams to ensure stable production deployments.

Technical Skills

Languages: Kotlin, Java, Dart, C#

Mobile Development: Native Android, Flutter (Cross-platform), Android SDK, Jetpack, Jetpack Compose, Material Design, XML, JSON

Architecture & Patterns: MVVM, Clean Architecture, MVI, MVP

Android Components: ViewModel, Navigation Component, LiveData, WorkManager, Fragments, Activities, Broadcast Receivers, Services, Content Providers

Asynchronous Programming: Kotlin Coroutines, Flow, LiveData, Dart async/await

Networking: Retrofit, OkHttp, RESTful APIs, GraphQL, WebSockets, Dio (Flutter)

Dependency Injection (DI): Hilt, Dagger, Koin

Data Storage: Room, SQLite, SharedPreferences, DataStore, Hive (Flutter)

Libraries: Glide, Coil, Picasso, Gson, Moshi, Lottie

Development Tools & Quality: Android Studio, VS Code, Git, SonarQube, App Center

Performance & Monitoring: New Relic, Firebase Crashlytics, Android Profiler, BrowserStack

Projects

Turito - Live Learning App (Yupp TV Client)   May 2025 - Present

- Developing and maintaining a production Android application used for live online learning.
- Re-engineered legacy UI screens using Jetpack Compose, improving maintainability and reducing layout complexity by approximately 40%.
- Implemented MVVM architecture with clear separation of concerns, enabling scalable feature development and easier testing.
- Refactored business logic to support AI-driven tutor features, improving personalization and user engagement.
- Integrated Firebase Crashlytics for real-time crash monitoring and faster issue resolution.
- Used SonarQube to enforce code quality standards and eliminate code smells.
- Coordinated with cross-functional teams (design, QA, backend) to ensure smooth integration and stable releases.
- Technologies: Kotlin, Jetpack Compose, MVVM, XML, Hilt, Retrofit, Firebase Crashlytics, SonarQube.
- Playstore Link: **Turito- Live Learning App**

Ascott Star Rewards App (Capitaland Client)   Nov 2022 - Nov 2024

- Contributed to migration of hospitality application from Xamarin (C#) to native Android using Kotlin and Jetpack Compose
- Helped re-architect the application using MVVM and Hilt, reducing boilerplate code by approximately 40%.
- Implemented booking flows, loyalty programs, and onboarding modules aligned with business and UX requirements.
- Enhanced API efficiency using Retrofit pagination, request caching, and lifecycle-aware data handling.
- Participated in code reviews and worked closely with QA teams to ensure high-quality and stable releases.
- Technologies: Kotlin, Jetpack Compose, MVVM, Hilt, Retrofit, Room, SonarQube, New Relic
- Playstore Link: **Ascott Star Rewards: Book Stay**

Discover ASR (Capitaland Client)   June 2022 - November 2022

- Maintained and enhanced existing Xamarin-based application features.
- Implemented feature enhancements to improve user experience and expand app capabilities.
- Resolved critical production issues and crash defects using Microsoft App Center and BrowserStack.
- Optimized memory usage and asynchronous API calls to improve app responsiveness.

- Designed reusable components and participated in design discussions for better scalability.
- Collaborated with QA teams to perform mobile regression tests on multiple devices.

AMT Site Access Mobile Application (American Towers Client)   February 2022 - May 2022
- Developed cross-platform mobile application using React Native.
- Worked closely with stakeholders to gather requirements and implement features accordingly.
- Managed application builds and deployments using App Center.
- Playstore Link: **American Tower Site Access**

Notable Technical Achievements

- Resolved 40+ critical production bugs within short timelines, significantly improving application stability.
- Identified and fixed memory leaks that contributed to a substantial reduction in crash rates.
- Performed comprehensive manual QA across edge cases and devices, ensuring regression-free releases.
- Played a key role in migrating enterprise applications from Xamarin to native Android using Kotlin.
- Recognized for writing clean, well-documented code that helped onboard new developers efficiently.

Education

Vel Tech Rangarajan Dr. Sagunthala R & D Institute of Science & Technology,   July 2017 – June 2021
Chennai.
- B.Tech in Electronics and Communication Engineering
- CGPA: 8.25