

Ekta Jain

Android Developer - JAVA | KOTLIN

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EXPERIENCE (6.1 years)

Recro.io, Remote — Sr. Software Engineer

JULY 2021 - PRESENT

- [BlackBuck, Bangalore — Sr. Software Engineer](#)

JAN 2022 - PRESENT CLIENT

Took initiative for integrating Hilt Dependency Injection on the app, Took full responsibility of few Features(Listed below) and also mentored Juniors.

- [Swiggy, Bangalore — Sr. Software Engineer](#)

JULY 2021 - JAN 2022

Worked on Protocol buffers Transformations on Sort/Filter Response, Also Responsible for App Optimization by 20% and Wrote Unit Test Cases with help of Mockito.

Ranosys Technologies, Jaipur — Sr. Software Engineer

MAY 2019 - JUNE 2021

Responsible for the design, development, deployment, debug & maintenance of Android applications Like **Charles & Keith** and **Datafornix**; Experienced in handling clients and gathering clear & concise requirements.

Octal IT Solution, Jaipur — Software Developer

MAY 2018 - MAY 2019

Developed a fantasy sports game **Playing 11** (Listed below) from scratch in **Kotlin with MVVM**.

Archive Infotech Pvt. Ltd., Jaipur — Android Developer

DEC 2016 - MAY 2018

Explored Android Core Concepts Like fragments and services, Design Patterns MVP, MVVM, Social Integration & Google Play Publishing APIs; Created E-Learning Application **My Kumon** from scratch while scaling up my skill sets.

CAREER HIGHLIGHTS

- Proficient in **Kotlin with Coroutine and Flow** (4+ Year's Experience)
- Worked on 10 fully functional applications for Android devices, Experienced with Publishing Apps on Playstore.
- Experienced on **Android Profiler** to diagnose Memory Leaks and Crashes.
- Strong knowledge of **MVVM Architecture** and Data-Binding.

SKILLS and TOOLS

Core Java, Android, Kotlin, C++, MySQL, SQLite, Room, Firebase, Junit, Mockito Testing.

Git, SVN, Jira, Agile Process. CI/CD: Jenkins, SonarQube.

EDUCATION

B.Tech. (2016) – Rajasthan Technical University, Kota (With 70% in Computer Science and Engineering from GWECA Ajmer)

10+2 (2012) – MLV MA Sr. Sec. School, Bhilwara (86% in PCM)

AWARDS

Exceeding Expectation

Award – Q2 2020 – top of the range award in **Ranosys**

92.85 in Problem-Solving in pH Test by **eLitmus**

STRENGTHS

Adaptable, Good Listener, Responsible, Creativity, Accuracy, Curiosity

Continuously striving for new learnings.

- Good knowledge of Android Core Concepts, **Core Java – OOPs Concepts & Multithreading**.
- Familiarity with RESTful APIs to connect Android applications to back-end services using Rxjava, **Retrofit** and available others.
- Knowledge of Sinch SDK for video calling or voice calling and Wowza for Live Streaming.
- Familiarity with cloud APIs like messaging, push notifications, database, storage, testing provided by **Firebase** also Google Map APIs and Facebook Ad-Mobs.
- **Payment Gateway Integration** – Stripe, Cash Free, Paypal.
- **Version Control System** – Gitlab, Github, SVN.
- **DataBase** – SQLite, Room.
- Participated in code reviews, mentored juniors and helped them to troubleshoot their issue.
- Experienced with the entire Software Development Lifecycle (SDLC).
- Able to design the applications from the requirement and trained for writing efficient, maintainable code that **preserves privacy and security**.
- Quick learning, implementation and easy adoption to new technologies as apprenticed in **React Native**.

OTHER INTERESTS

Badminton, Pencil Sketching, Rubik's Cube Solving.

PROJECTS

BlackBuck BOSS — Fleet management platform | KOTLIN

Fleet owner can find load. Purchase Gps & Fastag etc for multiple truck; My Feature: Truck owner can Buy Gps for his truck and schedule time for Installation created this feature with help of **Kotlin Coroutine and Flow** also integrated **Google Maps API** for showing polyline onto Maps, KYC verification flow where users can upload his personal Ids, show trip history.

Link: <https://bit.ly/blackbuck-android>

Swiggy — Consumer App | KOTLIN

Order Food, Groceries and other essentials online; My Role: Responsible for revamping sort/filter functionality on Restaurant Collection **Used Protocol buffers response** and transformed to get Response, Worked with **Android Profiler** for App Optimization, Home and Food page; **Achieved UT coverage by 85 %** using mockito/Junit.

Link: <https://bit.ly/swiggy-android>

CARLES & KEITH — E-Commerce App for fashion | JAVA

Singaporean multinational fashion company; My Role: developed showcase product, cart, checkout workflow also used **Room Db** for offline storage.

Link: <https://bit.ly/charls-keith>

MY Kumon — eLearning App for students, and parents | KOTLIN

Developed with 'MY Center' app for instructors; Pair of apps for audio based learning model; My Role: Worked from scratch developed UI in **Constraint Layout** and Handle API with help of **retrofit**. Links: <https://bit.ly/kumon-learner> <http://bit.ly/kumon-instructor>

Playing11 — *Fantasy sports App* | **KOTLIN**

It is a Game of Skill that offers Indian Cricket fans a platform to showcase their sports knowledge. My Role: UI Development with **Constraint Layout**, web service handling (**Retrofit**), Social Network Integration (Facebook/Google), Integrated Firebase crash reporting and Firebase RealTime Storage. Link: <http://bit.ly/octal-playing11>

Datafornix — *Offline ID scanner (Internal App)* | **KOTLIN**

Created SDK to scan MRZ and extract data from IDs such as identity documents, passport, driving license with help of **CameraX** and used **OpenCv** for scanning Document, also **Published As SDK on bintray** . Challenges faced: Offline image processing with great performance. Link: <https://bit.ly/sdk-datafornix>
