

# Kedar Labde

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## Career Objective

To leverage my creativity and expertise in mobile application development within a dynamic environment that fosters innovation and continuous learning. My goal is to contribute to organizational success by driving impactful solutions and growing both personally and professionally, ultimately becoming a valuable asset to the company.

## Brief Profile

- Over **9.5 years of experience** in **Mobile Application Development** with a strong foundation in **Android programming** and application development.
- Extensive expertise in Android Kotlin development using **XML-based UI** and **Jetpack Compose**, with proficiency in **Kotlin Coroutines** and **Flow API**.
- Proven **leadership** and **project management** skills, effectively coordinating with senior managers on **multiple projects** and **leading** development teams.
- In-depth experience with **Android Architecture Components** and the **MVVM** design pattern, ensuring **scalable** and **maintainable** code.
- Skilled in **requirement analysis, design, R&D, implementation, unit testing**, and **deployment**, delivering high-quality applications on time.
- Hands-on experience with real-time databases such as **Firestore**, and expertise in **Google Fused Location API, background services, broadcast receivers, activities**, and **fragments**.
- Proficient with project monitoring tools like **Git** and **BitBucket**, and build tools like **Gradle**, ensuring efficient version control and build management.
- Strong understanding of **application architecture** and **object-oriented design principles**, enabling the creation of **robust** and **scalable** applications.
- Experience in **APK size optimization and reduction**, improving app performance and user experience.
- Collaborative approach to feature design and implementation, **working effectively with cross-functional teams**.
- Skilled in **debugging** and **enhancing** existing source code, refining feature sets for better **performance** and **usability**.
- Additional experience in **Flutter development**, expanding cross-platform development capabilities.
- **Highly adaptable** and quick to learn new technologies, **continuously enhancing technical expertise**.
- Experienced in creating comprehensive **technical design documentation**, facilitating clear communication and **project planning**.

## Experience

Onourem Social Games, Kota, Rajasthan — *Lead Engineer*

July 2020 - PRESENT

Fulcrum Digital, Pune — *Senior Software Engineer*

March 2019 - April 2020

Benchmark IT Solutions, Pune — *Android Programmer*

Dec 2014 - March 2019

## Projects

### → Onourem - Emotional Wellbeing

The only platform that initiates heartfelt conversations between friends & helps them build a deeper bond. Onourem is designed to improve emotional wellbeing and mental health of users through fun yet meaningful interactions among friends. Onourem helps to learn about friends' emotional experiences and interact at a deeper level. Onourem helps to pay attention to your mood patterns and makes you aware of close friends' moods. Onourem users share their mistakes, lessons learnt and other emotional experiences through question answers and through short audio posts (Vocals). Reading and listening to them calms you down and makes you feel more connected to your friends.

- **Responsibilities:**

- Developed and maintained the Onourem Social Games mobile application.
- Collaborated with a team of developers to design, develop, and implement new features.
- Focused on enhancing user experience to promote emotional well-being and deeper social interactions.
- Implemented features to track and share emotional experiences through various formats, including audio posts.

- **Achievements:**

- Successfully launched the Onourem Social Games app, promoting mental health and emotional well-being.
- Enhanced user engagement by providing a platform for meaningful interactions and emotional sharing.
- Contributed to the overall mission of improving users emotional health through innovative app design.
- Successfully reduced APK size by 30%.

- **Skills Utilized:**

- Expertise in Kotlin, Java, and Android, Flutter.
- Experience with RESTful APIs, Retrofit, MVVM, Coroutines, Room Database, and Firebase.
- Utilized Material Design for modern UI development.

- **Challenges Overcome:**

- In this project, I initially used MediaPlayer in a background service with a notification to play Audio Posts (Vocals). However, the Owner required a transition sound between vocals based on the vocal's category, which MediaPlayer couldn't handle efficiently. I integrated ExoPlayer for better performance and optimized playback. After an attempt to use onMediaItemTransition failed due to inconsistencies, I implemented a solution using an intent in onStandCommand, passing Next and Previous values to achieve seamless transitions. I also replaced the notification with a MediaSession notification, enhancing the overall user experience.

## → India First Life Insurance - InstaQuote

Engineered a comprehensive suite of financial tools and calculators for IndiaFirst Life Insurance, enabling users to make informed decisions regarding life insurance. InstaQuote allows users to explore coverage options, add-on riders, premiums, and policy benefits. The user-friendly calculators help compare quotes and benefits, supporting financial growth and asset protection.

- **Responsibilities:**

- Developed and maintained high-quality Android applications.
- Led a team of developers, providing mentorship and code reviews.
- Collaborated with cross-functional teams to define, design, and ship new features.

- **Achievements:**

- Successfully launched 5+ mobile applications, resulting in a 20% increase in user engagement.
- Improved app performance by 30% through optimized code and efficient resource management.
- Successfully reduced APK Size by 25%

- **Skills Utilized:**

- Proficient in Kotlin, Java, and Android SDK.
- Experience with RESTful APIs, and Firebase.
- Utilized Material Design for modern UI development.

- **Challenges Overcome:**

- Complex Migration: Managed the intricate migration of legacy Java code to Kotlin, ensuring seamless integration and functionality.
- Null Safety: Adapted legacy code to Kotlin's strict null safety, requiring careful handling and refactoring.
- Interoperability: Addressed issues with Kotlin-Java interoperability to ensure smooth interaction between new and existing code as legacy calculation libraries made in JAVA.
- Code Consistency: Maintained coding style consistency across the team during the transition from Java to Kotlin.

## → USLawns

The U.S. Lawns Punch List, Property Inspection, Customer Survey Tool is a proprietary app for U.S. Lawns Franchise Owners and their teams. It is used to conduct site audits including pictures, comments, and activities to be performed, along with gathering feedback from crews when items are completed. The Property Inspection feature is used to score a properties appearance and the survey tool allows us to survey our customers about what they think about our service.

- **Responsibilities:**

- Developed and maintained the USLawns mobile application.
- Collaborated with a team of 8 developers to design and implement new features.
- Ensured the app facilitated comprehensive site audits, including multimedia elements and detailed feedback.
- Integrated features for property inspections and customer surveys to enhance service quality.

- **Achievements:**

- Successfully launched the USLawns app, significantly improving site audit and customer feedback processes.
- Enhanced the app's functionality to ensure comprehensive and efficient property inspections.
- Contributed to improving service quality and customer satisfaction through effective app design and features.

- **Skills Utilized:**

- Proficient in Android Native Java, and Android SDK.
- Experience with RESTful APIs, SQLite, and Firebase.

- **Challenges Overcome:**

- Device Compatibility: Ensuring the app functioned well across a variety of device screens, including both tablets and smartphones, was crucial. The diverse screen sizes and resolutions posed significant layout and usability issues. So implemented multiple layout resources to cater to different screen sizes and orientations. Leveraged RelativeLayout and LinearLayout to create flexible and adaptive UI components. Conducted extensive testing on various devices to identify and address layout inconsistencies.
- Large Screen Optimization: Adapting the app's UI for larger screens, such as tablets, to provide a detailed and interactive experience was a key requirement. Added a master-slave detail panel specifically for large screens. This allowed users to view a detailed interface on larger devices, enhancing usability and providing a richer user experience.

## Education

Shivaji University, Kolhapur— *Bachelors Of Computer Science*

June 2014

