

Name: Omkar Nagia

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PROFESSIONAL SUMMARY:

- Around **10+** years of experience in **Leading** and developing **Native Android Applications** Development using Java and Kotlin
- Orchestrated as the Android architect, guiding the comprehensive development cycle of multiple applications, fostering collaboration between teams, and implementing scalable solutions to ensure the success of each project.
- Solid understanding and practical application of **coroutines**, including working with **Flows** for asynchronous and reactive programming.
- Designed and developed high performance Application Frameworks and Application software for high-speed Protocol identification and processing Applications using **Java for 6 years** and **Kotlin 4 years**.
- Leveraged **Kotlin Reflection** API for dynamic class instantiation and method invocation to enhance application flexibility and maintainability.
- Extensive knowledge in the application frameworks like **Intents, Services, Activities, and Content Provider, Job Intent Services, Deep links**.
- Hands-on experience on **Jetpack components** such as **Jetpack Compose, Work Manager, Coroutines, Live Data, Navigation, Material design** Components.
- Good experience working with Android **Gradle** and **Firebase**.
- Experience in building user interfaces using **Jetpack Compose**, the modern Android UI toolkit.
- Skilled in dependency injection using **Dagger** and **Hilt frameworks**, enabling efficient and scalable development with proper module setup.
- Successfully implemented **Paytm SDK (Payment Gateway)** integration into an Android app, allowing users to make seamless and secure payments within the application.
- Experienced Android developer proficient in **Retrofit** and **REST API** integration.
- Focused on background processing with **IPC, Multi-threading** and **AIDL**.
- Good experience in Android application development using object-oriented design principles, **Restful web services, JSON, Localization, Room Database, SQLite, Location service**.
- Hands on experience with working on **different API levels** of android.
- Good working experience on **Retrofit** using markup languages such as **JSON, HTTP**, and **XML** Client.
- Knowledge of **Bluetooth (BLE) applications** and applications handling **NFC** features.
- A solid experience in using **BLE APIs** to discover, connect, and communicate with BLE devices, including reading and writing characteristics and managing Bluetooth connection states.
- Experience in handling **android Gradle build tools**.
- Skilled Android Developer with expertise in **Hilt Dependency Injection** and **Room Database**.
- Knowledge of Android UI framework, Android In-App communication, and Android Networking.
- Good knowledge in working with **Async tasks, Threads and Services** in android.
- Experience in using web services like **RESTful** and **SOAP**.
- Implemented **DevOps** practices in Android development projects, leveraging tools like CI/CD Bamboo, Jenkins to automate build, test, and deployment processes, resulting in improved efficiency and faster time-to-market for applications.
- Proficient in security and encryption principles, RSA, SecureAuth, and other security protocols.
- Expertise with other related technologies and libraries such as **HTTP, Gson**, and enhancing the capabilities of **Retrofit**.

- Good knowledge of working with tools such as **Postman, Charles proxy, Zeplin, Android profiler.**
- Extensively worked **Google maps API** and with third party libraries like **Zxing** library.
- Led 3 years of tablet development and Android support initiatives, refining user interfaces and ensuring seamless integration for optimized performance.
- Applied Clean Architecture methodologies for 4+ years, leveraging SOLID principles to design scalable and maintainable software systems across various projects.
- Developed Gradle scripts to implement dynamic versioning strategies, facilitating easier management of versioning across multiple project modules.
- Implemented Gradle build caching and incremental compilation techniques to significantly reduce build times, enhancing developer productivity.
- Utilized Gradle's dependency resolution capabilities to efficiently manage dependencies from various repositories, ensuring project stability and reliability.

Education	BE in Computer Science 2013, University – JEC Jabalpur MS in Data Science, University - GSU Dec 2022
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Apps Link:

Service Provider Application – Penske – 50 K+ downloads

https://play.google.com/store/apps/details?id=com.penske.mobile.serviceprovider&hl=en_US&gl=US

Upay App MPMKVVCL – 500 K+ downloads

<https://play.google.com/store/apps/details?id=com.mpmkvcl.upay>

NISHTHA (MPMKVVCL) – 10k+ downloads

<https://play.google.com/store/apps/details?id=in.co.mpez.nistha>

Smart Bijlee MPPKVVCL – 1M+ downloads

<https://play.google.com/store/apps/details?id=in.mpez.bijliseva>

Technical Skills: -

Android SDK	MVP, MVVM, Databinding, Retrofit, Volley library, Room Database, RecyclerView, Jetpack, Jetpack Compose, Live Data, Flow, List Views, Adapters, SQLite, Notification Manager, Content Provider, DDMS, Google Maps API, HTTP Client, GSON, JSON based Web Services, Camera API, MVVM, REST APIs, Junit, Mockito, Robolectric, Mockito, Espresso, Gradle, Android Architecture, JavaScript Angular, Ionic.
Languages	Java, Kotlin, Angular, XML, SQL, Python, C/C++
Database	Room, SQLite, Oracle Databases
Debugging and Testing	JUnit, DDMS, Logcat, MAT
Tools & IDE	Android Studio, Postman, Flutter, FireBase, CI/CD, Jenkins, Bamboo, SOAP UI, Eclipse, JDeveloper, FireBase, Payment Gateway SDK integration(Paytm), Ionic

Source/Version Control	GIT, SourceTree, Bamboo CI/CD
Operating Systems	MAC OS, Windows, Linux, Unix.
Certification	Oracle Certified Professional, Java SE 6 Programmer (Credential ID 2488435150CPJSE6P)

Professional Experience:

T-Mobile Bellevue, WA

Aug 2024- Till Date

Role: Senior Android Developer

Responsibilities:

- Led the development and enhancement of the MyMetro Android app, delivering seamless user experiences and improving app stability for millions of users.
- Collaborated with UX/UI teams to redesign key features of the MyMetro app, enhancing usability and customer satisfaction based on user feedback and data-driven insights.
- Optimized performance for the MyMetro app by reducing memory consumption and improving app startup time by 26%, ensuring fast and reliable performance across a range of Android devices.
- Integrated T-Mobile's payment systems and account management features, enabling users to manage their subscriptions, payments, and account settings securely within the app.
- Utilized Jetpack Compose, Coroutines, and MVI architecture to improve code modularity, allowing for more rapid feature development and easier maintenance.
- Enhanced MyMetro's security protocols by implementing encryption, secure authentication mechanisms (e.g., biometric login), and handling sensitive user data in compliance with industry standards.
- Provided technical leadership during major version releases, coordinating across development, QA, and DevOps teams to ensure timely and smooth rollouts of new features and bug fixes.
- Automated testing and implemented CI/CD pipelines, reducing regression issues and accelerating the release cycle for the MyMetro app.
- Mentored junior developers on Android best practices, code optimization, and debugging strategies, contributing to the professional growth of the development team.
- Conducted in-depth troubleshooting and performance analysis using tools like Android Studio Profiler and Firebase Crashlytics, resulting in a 21% reduction in reported app crashes and ANRs.

Environment: Android SDK, Jetpack, Jetpack Compose, Java 1.8, Kotlin, C/C++, Android Studio and ADT Plug-in, JUnit, Kotlin, OkHttp, GitHub, Jira, Native Android Development, Clean Architecture, JIRA.

Client: Penske Truck Leasing Tampa, FL

May 2022- Mar 2024

Role: Android Developer

Responsibilities:

- Headed Service Provider App from conception to execution, with 2 offshore resources based in Ukraine(EPAM) incorporating user-friendly interfaces and robust functionalities to streamline service

delivery and enhance user experience and maintained Android background services to optimize system performance and facilitate real-time data processing, enhancing overall application efficiency in agile development environment.

- Implemented runtime type checking and dynamic proxy creation using Kotlin Reflection to facilitate advanced debugging and logging.
- **Architected and developed** high-performance, scalable, and secure Android applications using Kotlin language, ensuring adherence to best practices and design patterns.
- Created geofencing functionalities to trigger notifications and actions based on user location, enhancing user engagement and context-aware services.
- Designed and implemented robust GPS navigation features with real-time traffic updates and turn-by-turn directions using Android's Location and Maps APIs.
- Streamlined the development process by implementing Kanban methodologies, leading to a 20% increase in productivity and faster turnaround times for feature releases in Android applications.
- Managed time effectively within development projects, ensuring timely delivery of milestones and meeting project deadlines, demonstrating strong organizational and time management skills.
- Integrated Android applications with a variety of hardware devices including clocks and APIs to enable seamless communication and interaction.
- Conducted thorough testing and debugging of software-hardware interactions, employing simulation environments and physical testing with actual devices to ensure compatibility and reliability.
- Addressed security concerns related to device integration by implementing robust data encryption, access control mechanisms, and secure communication protocols, safeguarding sensitive information exchanged between software applications and hardware endpoints.
- Collaborated closely with cross-functional teams to understand project requirements and deliver solutions aligned with business objectives, leveraging effective communication and problem-solving skills throughout the development lifecycle.
- Employed use case repositories and implemented distinct layers to segregate business logic from the user interface, ensuring a clear separation of concerns and facilitating easier maintenance and testing of the system using Clean Architecture and SOLID Principles.
- Designed and implemented complex database schemas with **RoomDB**, optimizing data access and storage.
- Utilized **RoomDB's** annotations and database migration tools to manage database versioning and ensure data integrity.
- Integrated **RoomDB** with **LiveData** and **ViewModel** for seamless UI updates and efficient data handling.
- Implement comprehensive Android testing strategies covering unit tests, integration tests, and UI tests using frameworks such as JUnit, Espresso, and Mockito to ensure the reliability, functionality, and performance of the application across different devices and operating system versions.
- Proficient in configuring complex build processes and managing dependencies for Android applications using Gradle.
- Experienced in writing custom Gradle scripts to automate build tasks, enhance project structure, and improve efficiency.
- Used Bamboo for CI/CD.
- Understanding of operating system concepts and how they relate to low-level programming.
- Ability to profile and optimize C-based libraries for various hardware architectures.
- Implemented **WorkManager** for scheduling and executing deferrable, guaranteed background work for syncing the offline data to server, ensuring efficient task management.

- Utilized **AlarmManager** to schedule and manage recurring tasks and alarms, optimizing application performance and resource usage.
- Employed **JobScheduler** for job scheduling based on criteria such as network availability and device idle state, enhancing application responsiveness.
- Conducted pre-release testing and troubleshooting to ensure smooth deployments
- Demonstrated comprehensive knowledge and hands-on experience with Android, Android-NativeApp, Android Developer Tools, and Android Frameworks, consistently delivering innovative mobile solutions.

Environment: Android SDK, Jetpack, Jetpack Compose, Java 1.8, Kotlin. C/C++, Android Studio and ADT Plug-in, Junit, Kotlin, Ok http, GitHub, Jira, Kanban, Native Android Development, Clean Architecture, JIRA.

Client: Georgia State University, Atlanta, GA

Aug 2021-May 2022

Role: Android Developer RA

Responsibilities:

- Designed and integrated Android applications with backend microservices architecture, enhancing scalability and enabling independent deployment of key features, resulting in a more resilient and maintainable codebase.
- Built and deployed location-based services for local search, weather updates, and point-of-interest recommendations, leveraging Google Location Services.
- Implemented automated BDD testing for Android applications using CucumberJS, ensuring high-quality code by writing and maintaining over 200 Gherkin-based test scenarios, leading to a 30% reduction in post-release defects.
- Collaborated closely with cross-functional teams using Kanban boards to prioritize and manage tasks efficiently, contributing to a more transparent workflow and improved communication among developers, QA, and stakeholders.
- Developed and optimized RESTful APIs for microservices used in Android applications, improving data retrieval speeds by 15% and ensuring seamless integration and performance across multiple services and platforms.
- Involved in discussions regarding the requirements.
- Developed the app **SDK** from scratch.
- Worked on the UI of the app following the UI/UX design principles.
- Worked with Constraint layout (lightweight layout) throughout the project.
- Provided timely release of mobile apps with UI designs.
- Implemented Material Design guidelines to create visually appealing and user-friendly UI/UX for Android applications.
- Prepared user experiences by conversion of prototypes.
- Implemented **MVVM** architectural pattern with a Repository layer in Android applications to achieve separation of concerns, improve testability, and enhance code maintainability.
- Extensively worked with material design.
- Expanding support to routine updates and UI development based on user feedback and reviews. Handled long time processes by implementing multithreading. Displayed **HTML** pages using web view.
- Used kotlin coroutines, MVVM, Live-data and data binding.
- Utilized Firebase Remote Config to dynamically update app features and configurations, allowing for real-time adjustments without requiring app updates.

- Integrated Firebase Realtime Database to gather user feedback, enabling seamless communication and data synchronization for a responsive and user-centric experience.
- Collaborated with cross-functional teams to develop Bluetooth-enabled products and ensure their functionality.
- Used Builder pattern for app and analytics.
- Involved in **Agile process, bi-weekly Sprints**, and daily Scrums to discuss the development of the application.
- Introduced Dependency Injection using Dagger into the projects.
- Skilled in optimizing Gradle builds for performance, including reducing build times and minimizing APK size.
- Familiarity with advanced Gradle features such as multi-module projects, build flavors, and variant management.
- Implemented DevOps in Android projects using CI/CD tools like Jenkins to automate build, test, and deployment, enhancing efficiency and speeding up time-to-market.

Environment: Android SDK, Java 1.8, Room, Android Studio and ADT Plug-in, Junit, Java, OkHttp, Git Lab, MVVM, Databinding.

Client: MPMKVVCL, India

May 2018-Aug 2021

Role: Android Architect

Responsibilities:

- Architected and engineered the uPay Android application using JAVA and KOTLIN, providing essential services such as new connection requests, issue resolution, and bill payments. Resulted in a 45% reduction in query resolution time, enhancing consumer engagement and satisfaction.
- Developed and maintained dynamic web and mobile applications using Angular and Ionic frameworks, delivering scalable, high-performance solutions and enhancing user experience across platforms.
- Architected and implemented responsive, cross-platform applications using Angular and Ionic, resulting in a 30% increase in user engagement.
- Collaborated with design and development teams to integrate APIs and services into Angular and Ionic applications, ensuring seamless data flow and functionality.
- Optimized Angular and Ionic codebases for performance and scalability, reducing load times by 20% and improving overall application speed.
- Developed custom Angular components and Ionic modules to meet specific client requirements, enhancing application flexibility and reusability.
- Utilized Angular's reactive programming and Ionic's mobile-first approach to build intuitive user interfaces and improve the overall user experience.
- Conducted code reviews and provided mentorship on Angular and Ionic best practices, contributing to a 15% improvement in team productivity and code quality.
- Implemented state management solutions in Angular and leveraged Ionic's native features to build robust, offline-capable mobile applications.
- Led the migration of legacy systems to Angular and Ionic frameworks, achieving a more modern and maintainable codebase with enhanced performance. Utilized architectural expertise to implement

scalable and efficient solutions, contributing to the robustness and maintainability of the Android applications across different projects.

- Developed software for Android-based POS machines, specializing in designing and printing electricity bills.
- Conceptualized and led the implementation of innovative solutions, including the development of in-house applications such as Nishtha. This strategic initiative saved the company 650 million INR by bringing outsourced projects in-house, demonstrating strong cost-saving abilities and value generation.
- Demonstrated expertise in mobile engineering by executing projects and participating in the discovery phase of small to medium-sized Mobile Engineering projects. Utilized up-to-date knowledge and skills to contribute effectively to project development and improvement.
- Engaged in peer code reviews and team development activities, providing valuable insights and support to enhance code quality and team collaboration. Actively participated in agile methodologies such as Scrum, ensuring efficient project execution and delivery.
- Provided mobile engineering support to the business, troubleshooting, and resolving business and production issues for mobile devices. Utilized software debugging techniques and memory analysis tools to identify and address issues promptly.
- Developed and maintained cross-platform mobile applications using Flutter framework, delivering robust and intuitive user experiences across Android and iOS platforms.
- Utilized Dart programming language and Flutter SDK to design and implement responsive and pixel-perfect user interfaces, integrating custom widgets and animations to enhance user engagement and interaction.
- Leveraged experience in mobile software development using Java to contribute to the development and improvement of action plans. Utilized distributed source code version control systems such as Git/Github to manage project code efficiently.
- Applied knowledge of design patterns, MVC architecture, data structures, and algorithms to develop scalable and efficient mobile applications. Experienced in unit and integration testing of Android code to ensure reliability and stability.
- Demonstrated proficiency in Java and Kotlin programming languages, with experience in UI/UX design skills and knowledge of Modern Android Architecture and Android Jetpack proficiency. Utilized Android SDK and Android Studio to develop and enhance mobile applications.
- Developed responsive and user-friendly UI components for web and mobile applications.
- Worked closely with UX/UI designers to implement seamless user experiences.
- Ensured cross-platform compatibility and adherence to design standards.
- Developed and maintained Android applications with seamless integration of low-level C libraries using the Android NDK.
- Strong understanding of Android architecture components, services, and background processing.

Environment: Android SDK 7,8, Gradle, JavaScript Angular, Ionic, Kotlin, Android Studio, Gitlab, Jira, Confluence.

Client: State Government of India MP, India

Aug 2017-May 2018

Role: Android Developer

Responsibilities:

- Participating in application android development, defect validation, deployment.
- Designed material design user interface according to the requirements.
- Designed and developed the App screen navigation using Dialog boxes, Action Bar Navigation control and designed Menus based on the user context.
- Worked on designing the layouts to compatible with screens of different resolutions.
- Worked with the team lead to develop the mobile application technical design and architecture, in particular forward-thinking choices of map rendering and visualization libraries.
- Working with Creative Designers and UX Specialists to make interface appealing and usable.
- Worked with QA and product to design integration and usability test plans.
- Creating and developing app with **Dagger2 + RXJAVA + MVP + layer** pattern.
- Used Object oriented programming principles and worked on MVP (Modal View Presenter) pattern.
- Developed App screens and its workflow using Activity and Fragments which has views such as List View and Scroll View.
- Created a new XML layout with Android Map View to display the location Map and defined the layout that can be reuse,
- Downloaded and uploaded content from back-end web server via REST API.
- Used RXJAVA, Dagger UI, Butter Knife android libraries.
- Used kotlin programming language to develop application in Android Studio.
- Worked with Observable, Interactor and Observer to get the data from the server and to publish it on to UI.
- Implemented Broadcast Receivers for sending MMS and SMS messages from Sprint Zone application to the Messaging client application.
- Using Agile Methodology and Jira for sprint tracking.

Environment: Android SDK 8, 9, Java, kotlin, Android Studio, JSON, XML, Gitlab, App center, Confluence.

Client: MPPKVVCL, India,

Nov 2016-Aug 2017

Role: Android Developer

Responsibilities:

- Collaborated with designers, product managers, and other developers to create high-quality apps that met user requirements.
- Implemented custom **UI** components and layouts to create visually appealing and user-friendly apps
- Extensively worked with retrofit to consume the REST Web services.
- Introduced Kotlin has a secondary language in the application.
- Implement screenshot feature for the application via **MQTT** command.
- Worked on Fire Base cloud messaging for push notification.
- Used Retrofit to make the Restful Service Calls at the various stages in the app development cycle and parsing the **JSON** responses back from the web servers according to the application requirement.
- Worked on Restful Web Services and Continuous Integration.
- Implementing Analytics in the application.
- Using Web Views, Recycler Views & populated lists from databases using simple adapters.

Environment : Android SDK 8, 9, Java, kotlin, Android Studio, JSON, XML, Gitlab, App center, Confluence..

Client: Page Donor, Bangalore, India

Oct 2015 -Nov 2016

Role: Android Developer

Responsibilities:

- Discussed the requirements with the client and documented the requirements.
- Involved in the enhancements of the app both in UI and Backend services.
- Developed user-friendly user-interfaces using widgets like **Dialogs, Different Layouts, Buttons**.
- Worked with **MVP** Design pattern design pattern.
- Extensively worked with retrofit to consume the **REST** Web services.
- Involved in the redesign of the Architecture using Java.
- Collaborated with designers and stakeholders to translate design mockups into functional Material Design interfaces while maintaining design fidelity.
- Install or update apk **android devices** remotely using ADB commands.
- Gather device health status such as RAM, Memory, HDMI, USB status and post to the server using rabbit MQTT.
- Implemented launcher application to showcase only nanolumens application in the nano android board.
- Worked extensively with java to make the network calls combining with Retrofit.

Environment: Android SDK 5.0, Java 1.6, SQLite 3.0, Android Studio and ADT Plug-in, Junit, Java, Retrofit, Git Lab, Jira, Zeplin, Fabric.

Client: Giga Pros Networks (Webhosting Company) Jabalpur, India

April 2013-Sep 2015

Role: Software Application Developer Android

Responsibilities:

- Developed a **comprehensive analytics solution** to track feature usage within the application, providing insights into user behavior and improving decision-making processes.
- Worked closely with a team of developers to design and develop the app's user **interface (UI)** and **user experience (UX)**, prioritizing intuitive navigation and user-friendly interactions to enhance user engagement.
- Utilized Java's concurrency utilities to implement asynchronous programming, ensuring efficient data handling and a responsive user experience.
- Developed a login system using **PHP and MySQL server**, allowing users to log in via Facebook.
- Implemented **real-time synchronization** with backend systems to provide up-to-date information for store associates, improving data accuracy and decision-making.
- Worked closely with backend developers to integrate frontend and backend systems seamlessly, collaborating with **quality assurance (QA)** teams to ensure bug-free functionality.
- Managed code changes effectively using **Git version control**, facilitating collaboration among team members, and maintaining code integrity.
- Conducted unit testing using **JUnit and Mockito** frameworks to ensure code robustness, along with UI testing using **Espresso** for reliable user interface behavior.
- Participated in **Agile development** methodologies, including daily stand-ups, sprint planning, and retrospectives, ensuring iterative development and prompt issue resolution.
- Implemented **A/B testing** based on location, user demographics, and store locations to optimize feature performance and user engagement.

- Utilized **JUnit and Mockito** frameworks for unit testing and Perfecto Framework for UI testing, ensuring comprehensive testing coverage.

Environments: Volley Library, toolbar, bottom navigation view, snack bar, tab fragments, PHP and MySQL server, Google Fused API, AsyncTask, Intent Services, LINT, Proguard, JUnit and Mockito frameworks, Espresso Framework, GitHub, JIRA.