**GAGAN DEEP SINGH**

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| **OBJECTIVE** |

To work in a challenging and competitive environment where I could improve my knowledge, capabilities and put them to use for the development of the organization.

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| **SUMMARY** |

* **Total IT experience: 7 years and 1 month**
* Experience in development on **Android**, **Android Wear**, **MediaCodec**, **Sensor** **Framework**, **Windows** in **Java, C and C++**.
* **Live** android applications/games on **Google Play Store** and **Amazon** **Marketplace**.

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| Google Play Store | <https://play.google.com/store/apps/developer?id=Palette+Studios&hl=en> |
| [https://play.google.com/store/apps/developer?id=Red%20Brick%20Labs&hl=en](https://play.google.com/store/apps/developer?id=Red Brick Labs&hl=en) |
| Amazon Marketplace | <http://www.amazon.com/gp/product/B004THK1OU> |

* Extensive experience in requirement gathering and analyzing, UI, design, development, integration, maintenance, building reports and testing. Experience and knowledge of the **Agile Methodology**, **SCRUM**.
* Consistently cited by senior management for exceptional multitasking ability including proficiency in taking the lead and mentoring individuals in forming cohesive team environments.

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| **PROFESSIONAL EXPERIENCE** | | |
| **Current Employer** | NXP Software | **1 year 9 months**  Technical Lead |
| **Previous Employer 1** | LG Software India | **2 Years 2 months**  Senior Software Engineer |
| **Previous Employer 2** | Wipro Technologies | **3 Years 2 months**  Project Engineer |

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| **TECHNICAL SKILLS** | |
| **Programming Languages:** | JAVA, C, C++ |
| **Development Tools:** | Eclipse, adb, android toolkit, systrace, MAT, bugzilla, CVS/SVN, GIMP, gprof, valgrind, splint. |
| **Platforms/Frameworks:** | Android, Android Wear, MediaCodec, Sensors, Windows, Linux |
| **Others:** | Storage Area Networks, SCSI, RAID |

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| **EDUCATION** | | | | |
| **Degree** | **Specialization** | **Year** | **Institute/University** | **Percentage** |
| B.E. | Computer Science | 2007 | Nagpur University | 69.5% |
| H.S.S.C. | Physics, Chemistry Mathematics | 2003 | C.B.S.E. Board | 65.0% |
| S.S.C. | 2001 | C.B.S.E. Board | 78.2% |

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| **PERSONAL DETAILS** | |
| Date of Birth  Gender  Pan  Passport | 2nd February, 1986  Male  BNMKJ1236G  M1236540 |
| Marital Status | Married |
| Languages | English, Hindi and Punjabi |
| Hobbies | Photography, Creative Art, Cricket |

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| **DECLARATION** |
| I, Gagan Deep Singh, hereby declare that the information given above is true and correct to the best of my knowledge. I also understand that any false declaration or willful suppression of information shall amount to misconduct and may result in appropriate disciplinary action. |

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| **PROJECTS’ DETAILS** |

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| **Project 1** | | | **NXP: Multimedia Solutions & Apps for Huawei Flagship Devices P8, P8-Max** | | |
| **Description**   1. MediaCodec based H264 codec library for Twitter and Philips.    1. Implementation of YUV to H264 encoder for Twitter and H264 to YUV decoder for Philips. 2. Ownership of end-to-end implementation of multimedia application for Huawei’s flagship device P8 and P8-Max.    1. Application architecture and design.    2. Trim region selection for a video file.    3. Background audio file selection. | | | | | |
| **Technology** | | Android, MediaCodec, Java, JNI | | | |
| **Role** | Lead, Individual Contributor | | | **Duration** | May 2014 to April 2015 |
| **Tools** | Eclipse, Android SDK | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**   * Complete ownership of Twitter and Philips projects. * Primary point of contact for android app development activities from requirement, design, implementation till testing phase. * Code Reviews. | | | | | |

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| **Project 2** | | | **NXP: Android Multimedia Framework and Applications** | | |
| **Description**   1. Ownership-of implementation of multiple application projects on android platform.    1. Multi-track audio selection feature for CineXPlayer App.    2. Key feature implementation for Life in Motion App.    3. Implementation of multiple innovative sensor based gesture-application. 2. Innovation and development of new applications and features for smart-devices. | | | | | |
| **Technology** | | Android, Android Wear, Sensor Framework, Java, JNI | | | |
| **Role** | Individual Contributor | | | **Duration** | Aug 2013 to April 2014 |
| **Tools** | Eclipse, Android SDK | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**   * Primary point of contact for android app development activities from requirement, design, implementation till testing phase. * Development of multiple POC demos namely – Reverse video playback, Grayscale Filter for video, Dual Media Player, etc. * Code Reviews. | | | | | |

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| **Project 3** | | | **LGE: Android OS Upgrade and Application Development** | | |
| **Description**   1. The project involves ownership of upgrade of the android platform, WAP module in particular, i.e. module upgrade, defect resolution and testing activities. This includes the engineering support, resolution of defects in future version of the product, full ownership of minor releases and delivery of hot fixes in the current version. 2. Enhancing performance and stability of LGE android smart-phoneS. 3. Innovation and development of new applications and features for forthcoming LGE smart-phones. | | | | | |
| **Technology** | | Android, Java, C | | | |
| **Role** | Individual Contributor | | | **Duration** | May 2011 to Aug 2013 |
| **Tools** | Eclipse, Android SDK | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**   * Ownership of Browser application – feature development, bug-fixing and innovation. * Point of contact for enhanced performance and stability of various LGE models. * Lead for innovation activities – Brainstorming sessions and implementing / showcasing POCs demos for new ideas. * Code reviews. | | | | | |

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| **Project 4** | | | **SAMSUNG: Data Recovery Application for Android** | | |
| **Description**  The objective was to develop client for the data recovery engine. This would enable user to select multiple file recovery modes based on file creation date, file types etc. and recover files deleted earlier. | | | | | |
| **Technology** | | Android, Java, C | | | |
| **Role** | Individual Contributor | | | **Duration** | Dec 2010 to Apr 2011 |
| **Tools** | Eclipse, Android SDK | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**  End-to-end development of the Client application for native data recovery engine which involved:   * Implementation of Java - JNI Layer channel. * UX development. * Unit and System Testing. | | | | | |

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| **Project 5** | | | **SAMSUNG: Split Browser for Android** | | |
| **Description**  The objective of the project was to provide a unique browsing experience to user by enabling him/her to browse through multiple website simultaneously. User can *split* android browser, horizontally or vertically, and can still use all features provided by default browser implementation. | | | | | |
| **Technology** | | Android, Java, C | | | |
| **Role** | Individual Contributor | | | **Duration** | Sep 2010 to Nov 2010 |
| **Tools** | Eclipse, Android SDK | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**  Core module development of a new browser application with innovative features such as splitting the view in to two halves which are customizable by user with respect to position and size. Activities involved:   * Implementation of Split module. * UX development. * Unit and System Testing. | | | | | |

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| **Project 6** | | | **WIPRO-KRCF: Distance Learning System on Android** | | |
| **Description**  The objective was to bring traditional distant learning programs on mobile platform and take away logistics involved i.e. fixed schedule, cost and time involved in printing study materials and delivering it, followed by unit and system integration and testing. | | | | | |
| **Technology** | | Android, Java, C | | | |
| **Role** | Lead / Individual Contributor | | | **Duration** | Nov 2009 to Aug 2010 |
| **Tools** | Eclipse, Android SDK, SVN | | | **Platform** | Android, Linux |
| **Responsibilities/Contribution**   * Project Management:   + - Designed master project plan taking all the factors into account – Ramp-up time, effort required at each stage for deliverables, etc.     - No slippage in intermediate sprint deliveries. * Individual Contributor   + - Developed the core module for attending the learning session where a student can watch video lecture, take personal notes, refer to the document shared by the faculty, share notes, etc. all at once. | | | | | |

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| **Project 7** | | | **WIPRO-KRCF: ALC-FLUTE Library** | | |
| **Description**  Worked for Korean Government Initiative, wherein the project objective was to achieve highly reliable multimedia data transfer over multicast environment. The project involved gathering business requirements, designing and developing solutions followed by unit and system integration and testing. | | | | | |
| **Technology** | | C, ALC, FLUTE | | | |
| **Role** | Individual Contributor | | | **Duration** | Mar 2009 to Oct 2009 |
| **Tools** | Gprof, valgrind, splint, CVS, Bugzilla | | | **Platform** | Embedded Linux |
| **Responsibilities/Contribution**   * Developed module for splitting and packaging a file chunk and sending it over TCP layer. * Involved in development of error correction module at receiver side. * Unit and System Testing. | | | | | |

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| **Project 8** | | | **WIPRO: EMC2 Invista** | | |
| **Description**  The project involved complete ownership of sustenance activity of the product i.e. defect resolution and testing activities. This includes the engineering support to customer, resolution of customer defects in future version of the product, full ownership of minor releases and delivery of hot fixes for customer issues in the current version. | | | | | |
| **Technology** | | C, C++, Win32, MFC / Storage Area Networks | | | |
| **Role** | Individual Contributor | | | **Duration** | Aug 2008 to Feb 2009 |
| **Tools** | Filezilla, Visual Studio | | | **Platform** | Storage Networks, Windows Embedded |
| **Responsibilities/Contribution**   * Resolved numerous functionality related defects. * Ownership of release activities post testing phase. * Unit and System Testing. | | | | | |