# SHUBHAM GUPTA

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## PROFESSIONAL EXPERIENCE

**Roku,** *Senior Android Developer*                                                     June 2019 – Current

Roku Mobile App is a high-load (15M MAU) utility/streaming app that acts both as a Remote for the Roku TV and has content streaming built-in

- Owned "Roku Mobile Remote", flagship feature used by 85% DAUs
  - Responsible for end-to-end design and execution of the feature requests and extensive testing.
  - Introduced A/B tests for feature deployments
  - Streamlined the international remote variant accommodation process, resulting in a 75% reduction in developer time required for adding new variants.
- Enhanced various streaming capabilities of the app, notably
  - Support for Mid-roll, Pre-roll, Sizzle and Bumper Ads
  - Enable Live TV playback
  - Introduced Skip Credits button and Autoplay Next Episode functionality
  - Multiple Audio Tracks support
  - Video Multiple Ad Playlists (VMAP) Ads
- Led Android Compose adoption with a coworker
  - Involved research and multiple brainstorming sessions Design library setup, Component implementation and knowledge sharing
- Implemented Ad support throughout the app, leading to **revenue of $50,000** monthly
- Leveraged A/B Testing methodologies to execute controlled rollout of multiple features, resulting in 25% better adoption of various new features
- Championed Accessibility standards within the app, by integrating checks in functional UI test pipeline that got executed before any code is merged
- Automated app's localization efforts, reducing 3 hours of manual developer effort per release.

**Pray.com,** *Android Developer*                                                     July 2017 – June 2019

Pray.com is a faith-based app, where one can join millions of people to experience stronger faith & deeper sleep with daily prayers, prayer plans, Bedtime Bible Stories

- Led team of 3 remote developers as a Scrum Master for over a year
- Worked using MVVM, MVP architecture using Data Binding, Dagger2 and Custom Views.
- Reduced codebase size by 20k lines by refactoring using Custom Views.
- Optimized registration funnel by 28% by introducing A/B testing and maintained over 99% crash free users
- Managed releases over Play Store and Git Branching using GitFlow
- Worked with 3rd Party API's such as Camera2, ExoPlayer, Googl e Maps, Google Analytics, Stripe, RxJava, Picasso, Glide, Dagger, ButterKnife, MixPAnel, Algolia, Branch.io, Retrofit, FireBase, Fabric, Instabug
- Winner of the first Pray.com hackathon
- Received the award of "The Most Dedicated Employee" for the first two quarters at Pray.com

**Spectre Inc**, *Android Developer Intern*                                              Apr 2017 - July 2017

- Implemented custom keyboard and floating button to enable the user to use their notes anywhere without the need to open the notes app specifically.
- Responsible for reviewing wireframes and recommend/enhance functionality based on user feedback

## SKILLS

Kotlin, Java, Compose, Coroutines, Flow, RxJava2, Exoplayer, IMA SDK, Picasso, Glide, Hilt, Retrofit, OkHttp, Firebase, Gitlab, Junit, MockK, Accessibility, Material Design

## EDUCATION

**University of Southern California,** Los Angeles, CA                                    Aug 2015 - May 2017
Master of Science in Computer Science | GPA 3.85
*Relevant Coursework: Natural Language Processing, Information Retrieval and Web, Artificial Intelligence*