# VARUN KAPOOR

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https://play.google.com/store/apps/developer?id=Cryogeneye&hl=en_US

*Android engineer with real-time media and system-level experience, now focused on building scalable, battery-efficient location services. Led production apps across Kotlin, Compose, and sensor-rich environments with clean architecture and performance at the core.*

## EDUCATION

Masters of Science | University of Southern California (Expected Dec 2025 Graduation) *Jan 2024-Dec 2025*

- Courses: Advanced Mobile Devices and Games, Game Engine Development (C++), Analysis of Algorithms

Bachelor of Technology | Christ University *Jun 2015-Apr 2019*

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## SKILLS

*Android Development:* Java, Kotlin, Gradle, Coroutines, RxJava, Jetpack Compose, Android Studio, accelerometer, IMU, Firebase, FusedLocationProviderClient, GeofencingClient, WorkManager, Deep Links, Integration testing (Espresso);
*Programming/Scripting Languages*: (Proficient) Python, Kotlin, C++, JavaScript;(Familiar) C, MATLAB, SQL;
*Frameworks/Tools*: Git, JIRA, ARCore, .NET, Unity, Unreal, Django, MongoDB, ReactJS, NodeJS, WebRTC, Jenkins (CI/CD);

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## WORK EXPERIENCE

Android & Frontend Developer — Daimler Truck Innovation Center (DTICI) | Bengaluru, India *Nov 2021 – Aug 2022*

- Developed and led ReactJS frontend and backend for integration with Android app for the Total Cost of Ownership simulator for FUSO partners in Japan.

Android & Mixed Reality Developer — Mercedes-Benz R&D India (MBRDI) | Bengaluru, India *Aug 2019 – Oct 2021*

- Led Android development and mentored new developers for fleet, logistics, and productivity apps used across Europe and Japan; owned feature lifecycles from design through delivery. Collaborated with cross-functional teams in Germany and Japan to close feedback loops fast and ship.
- Migrated codebases from Java to Kotlin to Jetpack Compose, streamlining code and reducing UI latency across screens.
- Built modular UI layers (Maps UI, camera overlays, RecyclerViews) powered by complex nested JSON from REST endpoints.
- Used FusedLocationProviderClient to access fleet's last known location, saving battery usage.
- Delivered features that improved UI responsiveness and saved up to 20% tracking time for fleet operators (TruckConnect).
- Implemented unit-tested features in a sprint-based Agile setup; coordinated through JIRA and daily cross-site syncs.
- Developed a WebRTC-based video conferencing app for real-time peer-to-peer communication in MR environments.
- Used GeofencingClient and ActivityRecognitionClient for location triggers in fleet coordination, optimized for background usage and battery constraints.
- Notable apps: *MyWork*, *Daimler4You*, *TruckConnect, Hackathon, AR Floor Guide (ARCore), Factory Floor Training (Hololens)*.

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## INTERNSHIPS

Android AR Intern — TrillBit, Bengaluru, India *Apr 2018-Jun 2018*

- Developed an AR Android app with ARCore + Unity + geofencing for 20+ stores using Trillbit's Data-over-Sound technology.

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## PROJECTS

Android Developer — Game Dev Podcasts App (Ongoing) *Jul 2025-Present*

- Developing a scalable podcast media streaming app using modern Android architecture components.
- Designed offline-first data layer with RoomDB, synchronizing episodes from RSS feeds via Retrofit and Kotlin coroutines.
- Leveraging Hilt for clean dependency injection and modular feature development.
- Built dynamic Jetpack Compose UI with episode lists and playback transitions.

Android Developer — Personal Messaging App *Aug 2021-Dec 2021*

- Developed a real-time messaging app using Firebase Realtime DB + FCM, supporting multi-user chat and online presence detection with background services for usage with friends.

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## PUBLICATIONS

- "Augmented Reality Enabled Education for Middle Schools" accepted in International Conference on Adaptive Computational Intelligence (ICACI) 2019, Springer, 2019, published in SN Computer Science (Springer), May, 2020 – DOI: 10.1007/s42979-020-00155-6