

Aditya Devdas Kamath

adityakamath90@gmail.com | +91 8197954880 | Bachelor of Engineering (CS) | [linkedin.com/in/adityakamath90/](https://www.linkedin.com/in/adityakamath90/) | github.com/adityakamath90

SUMMARY

Android Engineer with 12+ years of experience leading cross-functional teams and driving technical strategy across multiple platforms. Proven track record of architecting scalable, secure mobile solutions and modernizing complex codebases to improve developer velocity and long-term maintainability. Expertise in designing modular SDKs used across feature teams, and a strong advocate for clean architecture, Kotlin-first development, and performance optimization. Experienced in mentoring engineers, aligning technical vision with business goals, and influencing product direction through innovative engineering leadership.

SKILLS

Language: Kotlin, Java, Typescript

Frameworks & Tools: Jetpack Compose, MVVM, Dagger/Hilt, Work Manager, AIDL, AOSP, Coroutines, Service

Product Management Tools: Jira, Confluence

Programming Paradigms: Functional Programming, Reactive Programming, Unit Testing, Test Driven Development

CI/CD : Jenkins, TeamCity, Bitbucket, GitHub

CORE COMPETENCY

- **Technical Leadership & Strategy:** Driving architectural decisions and leading cross-platform initiatives.
- **Modular Architecture & SDK Design:** Expertise in creating reusable, maintainable SDKs.
- **Performance Optimization:** Enhancing build times and application performance.
- **Mentorship & Team Development:** Guiding engineering teams and fostering a culture of continuous improvement.
- **Cross-Functional Collaboration:** Aligning technical vision with business goals.

EXPERIENCE

Mobile Engineer, Isha Foundation - Bangalore

Jul 2022 - Feb 2025

- Volunteered to Lead the end-to-end implementation of in-app payment systems across Android and iOS platforms.
- Designed and shipped a Free Trial Subscription feature on Android, enabling gated access to premium video content, resulting in an 8% conversion rate from trial to paid users.
- Architected a modularization strategy for a monolithic Android codebase, improving codebase maintainability and significantly accelerating build performance, cutting clean build times by 56% and incremental builds by 87%.
- Spearheaded the migration of the Android stack from Java to Kotlin, reducing code footprint by 30% and enhancing overall code clarity, null safety, and long-term maintainability.
- Partnered with QA and DevOps teams to integrate robust testing and build automation workflows, improving release confidence and reducing post-release bugs.

App On Play Store: [Android](#), [iOS](#)

Software Engineer, Microsoft - Bangalore

Aug 2021 - Jun 2022

- Delivered seamless file download capabilities on Android via the JavaScript Teams SDK, enabling third-party developers to programmatically trigger content downloads. Collaborated across platform and SDK teams to define consistent APIs, resulting in a 70% increase in download success rates and a marked improvement in developer experience.
- Led the cross-platform implementation of image output formats using the Lens SDK, coordinating Android and iOS teams to define contracts in the Teams JS SDK. This reduced friction in content sharing flows and contributed to a 35% drop in user abandonment during image export scenarios.
- Proactively identified and resolved integration inefficiencies between the Lens and Teams SDKs, aligning stakeholder requirements across PM, design, and multi-platform engineering teams. This improved release velocity for the high-visibility media workflow.
- Implemented JavaScript SDK contracts for the Live Share SDK in the Microsoft Teams mobile app to enable seamless communication between platform and third-party applications. This integration empowered users to co-watch, co-create, and co-edit content during Teams meetings. Collaborated with distributed teams across the US, Europe, and India, ensuring robust integration of real-time features and aligning with technical requirements. Worked closely with Project Managers and engineering leads to define and refine architectural decisions, ensuring scalability, performance, and alignment with product goals.
- Introduced a "Fast Run" feature in Android Studio, optimizing build time for incremental builds by 30%, significantly enhancing developer productivity. This improvement positively impacted 30+ teams, reducing time spent on incremental rebuilds.
- Mentored junior engineers on SDK design patterns and modular architecture, promoting a culture of clean code and long-term maintainability across the mobile stack.

App on Play Store: [Microsoft Teams](#), [ImageOutputFormats](#), [FileDownload](#), [Live Share](#)

Senior Software Engineer, Victoria's Secret - Bangalore*Aug 2019 - Jul 2021*

- Led a team of 2 software engineers for the development of the new user onboarding flow. Implemented A/B testing on the Onboarding flow, for understanding user behavior and conversion rate
- Elevated unit test coverage from 65% to 86%, enhancing code reliability and facilitating easier refactoring.
- Authored a comprehensive best practices guide, streamlining team workflows and reducing code review iterations, thereby promoting consistency and efficiency across the development process.
- Led the evaluation and selection of a crash reporting solution for the Android application, conducting a comprehensive analysis of available tools based on integration complexity, real-time reporting capabilities and compatibility with existing CI/CD pipelines. Collaborated with cross-functional teams to ensure seamless implementation, resulting in improved crash detection, faster issue resolution, and enhanced application stability.
- Spearheaded the onboarding and adoption of a new crash reporting solution. These sessions equipped team members with the necessary skills to effectively utilize the tool, fostering a culture of continuous learning and ensuring consistent application of best practices across the development process.

Apps on Play Store: [Victoria's Secret](#), [Pink](#)

Development Engineer , Philips Lighting - Bangalore*Apr 2017 - Aug 2019*

- Developed an innovative IoT-based lighting commissioning solution, streamlining setup and configuration of smart luminaires and significantly reducing installation time and complexity.
- Collaborated with design teams in Europe, backend teams in China, and development teams in India to ensure seamless integration and deployment across global markets
- Recognized with the CEO Award for Best Innovations, highlighting the project's impact on operational efficiency and technological advancement.

Apps on Play Store: [Interact Pro](#), [Service Tag](#)

Senior Android Engineer, Magnasoft - Bangalore*Apr 2016 - Apr 2017*

- Developed live tracking of child and community view on the google map when SOS is pressed in wearable
- Modified the system-level launcher application to align with specific product requirements and enhanced user experience
- Optimized application performance by mitigating UI jank caused by backpressure from high-frequency location updates received from the server. Implemented efficient data handling mechanisms to manage the influx of location data, ensuring smooth UI rendering and responsiveness.

Software Engineer, Robosoft - Bangalore*Jun 2014 - Apr 2016*

- Solely designed, developed, and architected the HP Latex Mobile App with full tablet and phone compatibility, using the MVP design pattern to ensure Separation of Concerns. Led the project end-to-end from inception to Play Store delivery while collaborating with cross-functional teams in Spain.
- Implemented certificate pinning to enhance app security by preventing man-in-the-middle (MITM) attacks, ensuring encrypted communication between client and server.

App on Play Store: [HP Latex](#)

Assistant System Analyst, Gray Matrix - Mumbai*Oct 2012 - Jun 2014*

- Developed a To-Do application for scheduling tasks and alarms and sync the data to the server

EDUCATION

Bachelor of Engineering , Computer Science*Jun 2008 - Apr 2012*

Mangalore Institute of Technology And Engineering

Percentage: 60.91