
AMIT KUMAR

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Bangalore Urban, Karnataka, India

PROFILE

Android Developer with 2+ years at DISH Network, specializing in media streaming, DVR playback, and player optimization for OTT platforms. Skilled in Kotlin, Java, Compose, Media3, ExoPlayer, and Bitmovin Player, with proven impact in enhancing performance, offline playback (DSMCC), and user experience across large-scale streaming apps.

PROFESSIONAL EXPERIENCE

Android Developer

DISH Network Technologies — Aug 2023 – Present | Bangalore, India

- **DVR Playback:** Designed and implemented DVR playback for HLS using Bitmovin Player, greatly improving streaming stability and user experience. Expanded DVR functionality to UDP/QAM streams, enabling pause/rewind features and directly contributing to increased customer engagement and satisfaction.
- **Media3 Migration & Optimization:** Led a complete migration from ExoPlayer to Media3, integrating custom UDP/QAM playback and optimizing player startup time (**reduced VST from 7s → 2s**).
- **Offline Mode (DSMCC):** Implemented DSMCC-based offline playback with file download and configuration loading from TS streams, allowing full app functionality without internet. This feature drove **higher sales for offline-demanding partners** and opened new business opportunities.
- **Dynamic Ad Insertion (DAI):** Integrated client-side DAI into the OTT app with minimal performance overhead, **increasing overall ad revenue** while maintaining seamless playback.
- **Code Quality & Collaboration:**
 - Introduced **KTLint** rules, improving codebase consistency and maintainability.
 - Performed peer code reviews and participated in feature design discussions.
 - Fixed critical crashes and refactored legacy code.
- **UI/UX Optimization:** Improved UI responsiveness and animation smoothness across diverse devices, ensuring an engaging and fluid playback experience.

Software Development Engineer (SDE) Intern

DISH Network Technologies — Mar 2023 – Jul 2023 | Bengaluru, India

- **Frontend Development:** Developed **dynamic and responsive web UIs** using **React** and **Redux** for internal configuration and monitoring tools.
- **Performance Optimization:** Reduced **application launch time by 70%** through JavaScript code-splitting.
- **Canvas Feature POC:** Designed and implemented a **proof of concept (POC)** for a **Canvas-based UI configuration system**, enabling real-time UI/UX customization from a central portal — later adopted as a **core product feature**.
- **Bug Fixing & Code Quality:** Identified and resolved key frontend issues, improving **stability, interactivity**, and maintainability.

EDUCATION

Bachelor of Engineering (B.E.) — Computer Science
B.M.S College of Engineering — 2019 – 2023 / Bangalore, India
Grade: 8.7 / 10

TECHNICAL SKILLS

- **Languages:** Kotlin, Java, JavaScript
 - **Android Development:** Android SDK, Jetpack (ViewModel, LiveData, Room, Navigation), Jetpack Compose, Coroutines, MVVM, Clean Architecture, Dependency Injection (Dagger/Hilt)
 - **Media & Streaming:** Media3, ExoPlayer, Bitmovin Player, HLS/DASH playback, DVR implementation, UDP/QAM TS playback, Dynamic Ad Insertion (DAI), DSMCC Offline Mode, Custom Data Sources
 - **Tools & Frameworks:** Android Studio, Git, Gradle, Retrofit, REST APIs, KTLint, Agile/Scrum
 - **Performance & UI/UX:** Player performance tuning, startup time optimization and responsive UI design.
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PROJECTS

OnStream: *OTT Android App (Kotlin, MVVM, Coroutines, Retrofit, Media3)*
Built and optimized OTT streaming features with DVR playback (Bitmovin Player) and Media3 integration; improved UI/UX, playback performance, and error handling.

LiveTV: *Android Streaming App (Java, TS Parsing, DSMCC)*
Developed live TV playback via TS stream parsing and DSMCC-based offline mode, enhancing streaming stability and reducing latency.

Pomo: *Productivity App (Kotlin, Jetpack Compose, Room, Widgets)*
Created a schedule management app with offline storage, interactive widgets, and a clean, Compose-based UI.

ACHIEVEMENTS

SPOT Award: recognized for integrating Media3 into OnStream, reducing player startup time and improving reliability.