Apoorv Rathore

📞 +91 9634607848   ✉ apoorvrathore699@gmail.com   🔗 linkedin.com/apoorvrathore   🔗 github.com/apoorvrathore

Summary

Passionate **Android Developer** with experience in building scalable mobile applications using **Kotlin, Java, and Android SDK**. Skilled in **Jetpack Compose, MVVM architecture, REST APIs, Firebase**, and Git. Strong problem-solving, UI/UX implementation and real-time application development capability with a focus on performance and clean architecture.

Education

Bachelor of Technology in Information Technology (B.Tech)	Aug 2021 – Jun 2025
Noida Institute of Engineering and Technology	*Greater Noida, Uttar Pradesh*
Intermediate (+2)	Apr 2020 – July 2021
CBSE Board - Ayan National Public School	*Greater Noida, Uttar Pradesh*
HighSchool	Apr 2018 – May 2019
CBSE Board - Ayan National Public School	*Greater Noida, Uttar Pradesh*

Experience

Android Full Stack Developer — Jul 2025 – Current
The Fuse Market Pvt. Ltd.,Lucknow — *Lucknow, India*

- Worked as an Android developer handling end-to-end mobile application development using Java and XML.
- Implemented clean architecture using MVVM pattern with Retrofit and OkHttp for API communication.
- Used SharedPreferences for secure user session management and data persistence.
- Built modern and responsive UI using Material Design components to enhance user experience.
- Collaborated with cross-functional teams using Git to deliver multiple stable features within project timelines.

Projects

PlayZelo - Jackpot Game Application | *Android, Java, Retrofit, MVVM* — **github.com**
- Developed a single-player real-money jackpot game featuring a 3D spin wheel system inspired by roulette, using Java and XML.
- Implemented MVVM architecture with ViewModel and Repository pattern for clean, maintainable, and scalable code.
- Integrated Retrofit for secure API communication to manage user authentication and spin-and-win game logic.
- Designed an interactive and responsive UI with smooth spin animations for an engaging gameplay experience.

PlayZelo - Ludo Game Application | *Android, Java, Node.js, WebSockets, MVVM* — **github.com**
- Built a real-time online multiplayer Ludo game with synchronized gameplay for 2–4 players using Java and WebSocket-based communication.
- Implemented MVVM architecture with ViewModel and Repository pattern to ensure clean, modular, and scalable code.
- Integrated a Node.js backend with WebSockets for live dice rolls, token movement, room creation, and state synchronization.

StreamChat – Real-Time Chat App | *Android, Java, Firebase, FCM* — **github.com**
- Developed a real-time chat application using Firebase Firestore for storing and syncing user messages.
- Used FCM tokens for user authentication and secure session management.
- Implemented AES-based message encryption using a custom utility method `EncryptionUtil.encrypt(message, key)` before saving messages to Firestore.
- Designed a clean and responsive chat UI using XML with seamless message updates and offline caching.

Technical Skills

Languages: Kotlin, Java, XML, SQL, Python

Tools: Android Studio, Firebase, Retrofit, Git, Postman

Databases: SQLite, Firebase Firestore, MySQL