Apoorv Rathore

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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.

PrecisionCV - ATS Resume Analyzer | *Flutter, Dart, Supabase, MVVM, Django*　　　　　**github.com**
- Developed a cross-platform ATS Resume Analyzer using Flutter (Web & Android) to upload, validate, and analyze resumes.
- Implemented secure resume upload using Supabase Storage with signed URLs and real-time upload progress tracking via Dio.
- Designed MVVM architecture with Provider for state management, ensuring clean separation of UI and business logic.
- Built a rule-based ATS scoring system (out of 100) using resume validation heuristics such as file structure, size, formatting, and naming conventions.
- Added resume pre-validation to detect non-resume files before analysis, improving accuracy and user experience.

- Displayed ATS score breakdown and actionable improvement suggestions to help users optimize resumes for applicant tracking systems.

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, Dart

Skills: Android, Node.js, Flutter, Django

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

Databases: SQLite, Firebase Firestore, MySQL, Supabase, PostgreSQL