

LINGA REDDY K
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Objective: Willing to work in a creative environment, and to build a career with a good company which challenges to bring the best out of me.

Educational Qualifications:

- **Graduation:** M.Sc (Tech) Information Systems from BITS-Pilani in 2011.
- **Intermediate:** IPE, Percentage: 97%
- **High School:** SSC, Percentage: 86.2%

Technical Knowledge: Android, Java SE, C ,Object Oriented Programming, libGdx.

Professional Experience:

Organization: Divum Corporate Services Pvt. Ltd. , Banglore(June 2012 – present).

Designation: Senior Application Developer.

Responsibilities:

- ✓ Responsible for developing mobile applications and games for Android.
- ✓ Being a quick learner, I've skilled myself in Android framework.
- ✓ Mentored the recruits in Android Development.

Projects:

MakeMyTrip (Android App): It's a one stop solution for all your travel needs. The app facilitates online booking of flights, hotels and buses and features to manage all your trips from one place. I have worked on the hotels booking part of this app.

Tasks:

- 1) Implemented the search criteria page which handles destination, passenger details and recently viewed hotels.
- 2) And also the search results page which has options to search, sort and filter the results.
- 3) And other pages in the flow such as hotel details, similar hotels and booking.
- 4) Learned about different HTTP methods like GET, POST with xml and json payloads.

AskMe (Android App): This app provides details about businesses in your city. You can search for the best places to shop, entertain and eat and avail the deals offered by them.

Tasks:

- 1) Implemented the search criteria page which is the entry point to all the information offered by the app.
- 2) And also the search results page with business list and deals with option to filter.

Monkey Jump (Android Game): An adventure 2D game, developed with libgdx(A wrapper library for OpenGL)(Got featured in Samsung App Store).

Tasks:

- 1) Analyzed the pros and cons of all available game frameworks.
- 2) Studied different game loop logics to choose the best (Constant FPS) for the game.
- 3) Used techniques like object pooling to minimize object creation.

UTV Stars (Android app): The app gives latest news about celebrities and filmy events. User can search for news items, videos, movies using text, or by using image related to the item. We can watch free videos and Live TV of UTV Stars.

Tasks:

- 1) Implementing custom layout for movies listing page.
- 2) Used advanced bitmap caching mechanisms as the app is bitmap intensive.
- 3) Integrated image search library Ocutag for searching tweets, videos, movies using images.
- 4) Implemented custom camera functionality for image searching.
- 5) Integrated Google in-app billing for purchasing movies.

Hunt It (Android Game): A treasure hunting game with multiple themes like restaurants, Health, Hotel where the user has to select the hidden objects based on a question.

Tasks:

- 1) Implemented custom views, layouts, popups required for game screen.
- 2) Used object serialization (using Gson) for saving the game state.

Tribeway (Android App): The app lets you share and narrate your experiences (or stories) using pictures. The app also got features like P2P chat, group chat, and voice call. And the pictures can be shared as they are taken.

Tasks:

- 1) Primarily I have worked on the UI layer of the application.
- 2) Developed the layouts for screens like contacts, messages and profile pages.

Mickey Planner (Android App): This app is a to-do task manager targeted for Mickey fans. The app lets you plan your personal and work events and set alarm for them. The app is always in sync with your FB account to notify birthdays of your friends.

Tasks:

- 1) Have integrated the Facebook API for retrieving the birthday information of friends.
- 2) Developed the custom dialogs for showing notifications.

iSave(Hackathon Project): We developed the app in a Hackathon hosted by Google. It sends notifications about offers available on credit cards based on location of the user. And it also shows the stores having offers in a location using virtual reality. We have developed a prototype of this app using a third party [library](#) and gave a presentation. **We won the first prize in the competition.**

Achievements and extra-curricular activities:

- ✓ **Won the first prize in Android Hackathon (BizDroid 2013) hosted by Google-Nasscom.**
- ✓ Participated in the campus technical festival Quark.
- ✓ Attended the Network Management workshop conducted by NETTECH.