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Summary

- Proficient in Android application & NDK development.
- Proficient in middleware component development for mobile devices
- Experience in Agile methodologies (Certified Scrum Master)
- Proficient in programming in C++.
- Proficient in OOAD
- Worked together with the Product Owner to plan and execute projects, ensured that teams have appropriate product and technical specifications, direction, and resources to deliver products effectively.
- Evolved the existing software applications and architecture in various areas as needed.
- Coordinated release and sprint planning.
- Carried out the package ownership, Tech lead & Scrum Master responsibility.
- Team building, guiding and ramping up teams.

Technical Skills:

- Android SDK, NDK, JNI
- Core Java, C++, Qt, SVG, Symbian, EGL, OpenVG, UIQ 3.0.
- Collaboration tools: Jira, Code collaborator, Gerrit.
- Design Tools: MagicDraw for UML
- Development tools: Eclipse, Lint, Carbide, CTC++, CodeScanner, Coverity.

Work Experience

Reliance JIO (February'2014 to Till date)

SwitchNwalk Android application:

Working as Senior Android Lead. This application meant to transfer the phone content like contacts, messages, call logs, videos & music from old phone to new phone. Application uses Alljoyn framework to connect to Wifi enabled devices. This application is getting used actively in Reliance Digital stores across the India.

Contributed to implementation, performance improvement, profiling using MAT & DDMS, code re-factoring, code reviews.

SwitchNwalk (Nokia Asha):

This application is for Nokia Asha phones. Idea is to transfer the only contacts to Android and iOS phones. It was challenging & interesting while developing this app. Contributed to implementation, performance improvement, code re-factoring, code reviews.

OurPics Android application:

It is a photo sharing application. It allows user to create events to make photo sharing fast, easy and fun. User can use this app during a get together, a corporate event, a wedding, a party, while travelling or to capture any personal moments you like. Contributed to implementation, performance improvement, profiling using MAT & DDMS, code re-factoring, code reviews.

<https://play.google.com/store/apps/details?id=com.ourpics.android>

Accenture Experience (October'2011 to January'14)

Accenture Video Solution (Android Lead)

Worked as a Android Technical Lead, responsible for designing & implementing the application. Accenture Video Solution (AVS) is a product developed by the Accenture. Purpose of AVS is to deliver the broadband and broadcast video services to consumers anytime, anywhere and in a seamless manner on any IP-enabled device. AVS supports multiple devices (e.g. STB, PC, Tablet, TV). AVS enables E2E delivery of video services including content lifecycle (ingestion, protection, encoding and streaming) and user lifecycle (provisioning, billing etc). This application is used by Samsung Galaxy Tab devices to provide user access, catalogue browsing, content viewing and purchasing, and favorites and recommendation management. User can login using his facebook credentials & can purchase the contents using the Google Play in-app purchase.

It provides a set of generic user interfaces that can be used as a reference implementation, or that can be customized.

In this project I worked with Android API's like Fragments, MediaPlayer, JSON. Also the 3rd party libraries like Facebook for user login & Android Query.

ACDM mobile application. (Android Lead)

Responsible for designing & writing the modules. In the application I have used the android platform location, camera, sensor, SQLite and XML parser API.

ACDM is an android application for retail clients. It allows the user to locate the store using GPS or manual search. At the selected store, user takes the picture of a product on the shelf & uploads the same to the server. On the mobile side image processing is getting done for appropriate brightness, darkness & tilt using OpenCV APIs. Correct images will be converted to webp format, uploaded to server & stitched on server side. Stitched images allow the do analysis like product count & arrangement on the shelf quickly. This application mainly uses the android APIs like activities, SQLite DB, camera and sensors. Also worked with Android NDK to connect to the google webp library using JNI interface.

NOKIA India experience (June'2005 to Sept'2011) **Software Architect & Package Owner, NOKIA**

Worked on SVGT & QtUiResourceMgmt packages. I was package owner for these packages. SVGT engine provides interface to parse svg

presentation (XML like format) & converts it from vector form (SVG icon) to raster form (bitmap). It uses the OpenVG as rendering backend. It has been used by SVGT-viewer & AknIcon for icon rasterization.

Responsibilities:

- Tech lead for planning, architecture & implementation of SVGT engine enhancements. Documented the design & guidelines for coding developing in Symbian & C++.
- Actively involved in writing renderer module using Symbian C++, EGL + OpenVG.
- Debugged the engine module using the Carbide C++ IDE.
- Involved in API design & API reviews.
- Code review of new features & bug fixes.
- Written the test application for API testing.

QtUiResourcesMgmt package has the ResourceServer, OOGM (Out Of Graphics Memory) & OOM (Out of Memory) components. ResourceServer does the SVG icon caching & sharing for Qt/QML applications. OOGM & OOM plugins provided to handle the out of graphics memory & out of memory situations respectively.

Responsibilities:

- Designed the ResourceServer component for icon caching & sharing using C++ & QT.
- Implemented the OOM & OOGM ECOM plug-in for ResourceServer
- Actively involved in implementing icon caching module using Queue data structure.
- Debugged the plug-in modules using the Carbide C++ IDE.
- Involved in API design & API reviews.
- Written the test application for API testing.

Scrum Master, NOKIA

- Forming the newly joined individual team members to a results oriented team
- Driving entire team for all the sprint deliverables on-time with high quality as a scrum master
- During scrum master role facilitating scrum teams, coordinating, resolving impediments.
- Driving the team to follow all agile practices like Unit Testing, Test Automation and Continuous Integration
- Participating in code reviews and code refactoring.

Senior Software Engineer, NOKIA

- Written some modules in SVGT engine.
- Had done some UI programming for SVGT viewer application.
- Written the image codec plugin for svgt format, which will get invoked by ImageConversion framework & convert the SVGT presentation to raster bitmap.
- Written the thumbnail generator module for Photo Gallery application.
- Debugging the applications using Carbide C++ IDE.

Software Engineer, MphasiS Technologies (May'2004 to June'2005)

MobiImage Editor

MobiImage Editor is the image editing application, with its user friendly interface the pictures can be modify & taken from your camera in few minutes and send immediately to someone over Bluetooth, MMS & Infrared. It is possible to Draw Shapes, insert text, image flipping, image rotation. It supports the image formats JPG, BMP, MBM, GIF...

Software Developer, Arise Technologies (August' 2003-April'2004)

Wayfinder Navigator

Wayfinder is developed for Sony-Ericsson P800 mobile phone using UIQ2.1 sdk. It is navigation software. Together with a small GPS receiver, the Wayfinder Navigator software turns a mobile phone into navigation system.

It calculates the shortest path for destination and sends the voice directions, navigational icons and area maps. Map zooming operations can be performed.

Software Developer, Software Solutions (August'2002-March'2003)

CNC Machine Simulator

This simulator was written for CNC machine to simulate cutting path. G-code language was used to program to design the cutting path. It shows the simulated visual output of the G-code program.

After work projects

I have written the free android applications available at google play

Ready SMS Application

An app which let you create the SMS once & send it as you require without re-typing it again.

Visit the google play store at:

<https://play.google.com/store/apps/details?id=com.antworks.readysms>

Drawing Board Application

Simple drawing application for kids & elders. No cluttered features & easy to use. Google play store link:

<https://play.google.com/store/apps/details?id=com.antworks.drawingboard>

Education:

MCA, North Maharashtra University, Jalgaon, Maharashtra (1999 – 2002)

Trainings:

- QML training
- Certified Scrum Master from Scrum alliance