

Arjun Mehta

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Skills

Languages

Kotlin, Java, C, C++, Swift,
SQL, Assembly Language,
XML, MATLAB, VHDL

Tools

Android Studio/SDK/NDK,
REST APIs, Linux, Fastlane,
MySQL, SwiftUI, XCode

Architectures & Libraries

MVVM, MVC, MVP, Glide,
RxJava, Dagger, Espresso,
Retrofit, OkHttp, Picasso

Other

Git, Jira, Scrum, UI/UX,
Unit Testing, Coroutines,
Firebase, Material Design

Work Experience

Incoming Android Developer, Accedo (Toronto)

Sep 2021 – Dec 2021

- Joining the mobile development team at Accedo in Toronto this Fall to develop audio and video streaming mobile apps.

Android Mobile Software Developer, The Home Depot (Toronto)

Jan 2021 – Apr 2021

- Added new features and improved codebase in multiple projects including a Shopping App with 500,000+ users.
- Pushed the app's rating from 4.3 to 4.4 and ensured a crash-free rate of 99.98% by fixing crucial bugs and crashes.
- Pioneered a re-usable text-field component by developing a custom Kotlin class saving developers 5+ hours per sprint.
- Received the Homer Award For Creating Shareholder Value in recognition of averaging 13+ Jira story points per sprint.

Mobile Application Developer (Android), Excel Design Technologies (Remote)

May 2020 – Aug 2020

- Developed a shopping and services app for Android using Java and Kotlin resulting in 20% increased software sales.
- Integrated Retrofit to accommodate RESTful API calls, followed MVVM architecture and a Shared ViewModel.
- Enabled multi-threading and AsyncTasks, set up a user sign-up and sign-in flow using Firebase Authentication.

Projects

GlitchPapers, Mobile Application, Java, Kotlin

Jul 2021

- Developed a multi-activity wallpapers app for Android with online image retrieval through Firebase Cloud Storage.
- Teamed up with a graphic designer to provide 100+ self-designed wallpapers, formulated an In-App Purchase model.

Electric Wheelchair Controller, C, Assembly Language

Jul 2021

- Designed and fabricated an Electric Wheelchair Controller based on STM32 microprocessor on Proteus Design Suite.
- Coded the MCU's interfacing and functionality using C on STM32IDE, setup lower level configurations using Assembly.

Connect Three, Mobile Game, Java (arjunmehta.me/connect3)

Feb 2021

- Released a tic-tac-toe style Android game with multiple game modes on the Google Play Store, received a 5.0 rating.
- Programmed a robot using algorithms (covering 200+ scenarios) to play against the user in single player mode.

What's The Weather, Mobile App, Java, Swift (arjunmehta.me/weather)

Sep 2020

- Created a clean and simple weather app for both Android and iOS platforms based on OpenWeather API.
- Integrated Google Places API to autocomplete city-name, attracted 100+ users with a 5.0 rating on Google Play Store.

Computer Science To Help Society, High School Projects, C++, Arduino

Jan 2019

- Developed a C++ program for a hospital's database, capable of organizing 10,000+ patient records per second.
- Constructed an Accident Prevention Sensor based on Arduino Uno with a response time of less than 5 milliseconds.

Education

University of Waterloo, Honours Computer Engineering (Co-op)

Sep 2019 – Apr 2024

- Scholarships : President's Scholarship of Distinction (\$2000) for admission average greater than 95%.
- Relevant Courses : Fundamentals of Programming, Algorithms and Data Structures, Systems Program & Concurrency.