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Objective

Looking for Lead or Senior Android Engineer roles in commerce or Embedded engineering focussed companies.

Technical Skills

MOBILE TECHNOLOGIES	Android SDK versions until Oreo (8.0), Dagger, Mortar, Flow, Web Services, API's like Intents, Activity, Notifications, Dialogs, Menus, Location based Services, Maps, Broadcast receivers & Services, Audio and Video, Localization/multi lingual support, Fragments, Image Caching, Mobile ads, JSON, XML.
PROGRAMMING LANGUAGES	Java, C, C++.
SOURCE CONTROL	Git, SourceTree, Altassian Stash. Build tools such as,Jenkins and Gerrit. Android build tools such as Gradle.
OPERATING SYSTEMS	Unix, Linux (Ubuntu), Windows XP and 7.
TESTING TOOLS	JUnit, Robotium, Espresso, Mockito.

Professional Experience Summary

- Good experience in UI design, build and test mobile applications.
- Well-versed in Object-Oriented design, various data Structures & algorithms, multithreading.
- Good experience with web services, parsing.
- Experience with Agile/Scrum methodologies.

Company: Udemy (San Francisco, CA)
Job Title: Senior Software Engineer
Duration: Dec, 2018 - present.
Environment: Android SDK, Java SDKs, MVVM, RxJava, Kotlin, Git.
https://play.google.com/store/apps/details?id=com.udemy.android&hl=en_US

Architecting the Udemy app for android Phones and tablets. Udemy is an education marketplace delivering courses ranging across many diverse subjects.

- Worked on implementing user interface based features using a MVVM architecture incorporating Kotlin, RxJava and Dagger.
- Implemented various features such as search, course landing page, lecture viewing page, login, accounts screen and
- Created features for lecture and course download and saving on the mobile device.
- Implemented notification feature for Leanplum based push notifications.
- Implemented helpdesk functionality using Zendesk SDKs.

Company: Echonous (Redmond, WA)
Job Title: Lead Android developer
Duration: Nov, 2017 - Oct 2018.
Environment: Android SDK, Java SDKs, Kotlin, Geritt.
https://echonous.com/en_us/

Architecting the Echonous user interface app for android tablets. Echonous develops AI-driven imaging devices for the Medical industry.

- ➢ Created various user interface components such as circular dials, sliding panels, custom toggle buttons, ROI graphics, etc of the Echonous front end using a fragment based architecture with code written in Kotlin.
- ➢ Created a Fragment based approach for displaying ultrasound images by interfacing with the native layer and other SDKs.
- ➢ Created a ViewModel based architecture for various information flows incorporating a MVP based app architecture.

Company: eBay (San Francisco, CA)
Job Title: Senior Software Engineer
Duration: Mar, 2016 - Nov, 2017
Environment: Android SDK, Java SDKs, MVP, JIRA, Junit, Git.

https://play.google.com/store/apps/details?id=com.stubhub&hl=en

Worked on the StubHub app for android devices. The Stubhub app is a marketplace for second hand tickets to various events including sporting events such as Major league baseball.

- ➢ Created various flows such as the Sell flow of the Stubhub app using Android SDK components. The Sell flow includes features such as upload of PDF files and scanning of Barcodes on tickets
- ➢ Created a Fragment based approach for the search, viewing and upload of PDF tickets. Used various APIs such as content resolvers, Intents, Permissions manager, File explorer, etc.
- ➢ Created a Activity based approach for the scanning of tickets. Used various APIs such as the camera API and the Android barcode API to accomplish the scanning of tickets.
- ➢ APIs for Navigation flows created due to Back button and Home button usage.
- ➢ APIs for Android Action bar and the Options Menu button based flows.
- ➢ Implementation of unit test scripts using Robotium and functional test scripts using Espresso. Mock scripts using Mockito and PowerMock. Tested navigation flow. Loading of views and network call related logic.

Company: Cisco (San Jose, CA)
Job Title: Senior Android developer (Contract role through Judge Group)
Duration: Feb, 2016 - December, 2016
Environment: Android SDK, Java SDKs, MVP, JIRA, Junit, Git.

https://www.amazon.com/SN-Digital-LLC-Smithsonian-Earth/dp/B014WYLBX4
https://www.amazon.com/DIRECTV-NFL-Sunday-Ticket/dp/B00GDO9Y7M

Created the front end for various popular set top boxes and mobile devices. Used Android and Java SDKs for API creation. The TV app works on the principal of one App for many customers. Customers could you a web service to configure the App as per their functional requirements.

- ➢ Involved in the Coding, testing and defect support phase of the project. Build script development using Gradle.
  Git flow management using Stash. Build release management using Jenkins.
- ➢ Designed and Developed App screens and its workflow using Activities and Fragments. Used common Android SDK components to develop the App. Wrote application logic using Eclipse, Android SDK and Android Studio.
- ➢ API creation for Google ExoPlayer, Android Native Player and VisualOn player for streaming of movies and Live TV on Android Fire TV, Google Nexus players, Android tablets and Android mobile devices.

- APIs for integration of Amazon and Google InApp purchase SDKs. APIs for implementation of Digital rights management (DRM) services.
- Implementations of Ads and video streaming specific UI widgets such as Electronic program guides (EPG), live playlists, Continue watching playlists and DPAD navigation listeners.
- API creation for implementation of Google quartile analytics and integration of Hockey app for crash reporting. APIs for implementation of various App heartbeat features.
- User interface creation for Android Fire TV based apps for various customers including CBS, Love Nature and Smithsonian Earth using various Android SDKs. APIs for downloading of thumbnails for display on various user interface widgets.

Company: J.P Morgan Chase(San Francisco, CA)
Job Title: Lead Android developer (Contract role through Judge Group)
Duration: Feb, 2015 - Feb, 2016
Environment: Android SDK, Dagger, Mortar, Flow, Java SDK, MVP, JIRA, JUnit, Robotium, Espresso.

Chase Freedom: Worked on the Chase Freedom mobile app for Android devices. Implemented an MVP architecture based design. Implemented a unit test and functional test platform for the app.

https://play.google.com/store/apps/details?id=com.chasepay.sig.android&hl=en

- Created a banking app for the Chase bank credit and debit card services. Users can login to activate cash back from their mobile device. The app is based on the MVP architecture implemented using open source software tools such as Dagger, Mortar and flow. Unlike traditional Android app architectures, our app uses a single Activity, thereby improving App responsiveness.
- Touch events are dispatched to a Presenter API, the View and the Model classes are decoupled. The architecture permits mocking of each component of the app, facilitating a TDD method.
- The Open source tool, Flow was used for Backstack management of View classes. A single Activity class inflated View classes popped by the BackStack.
- APIs for Navigation flows created due to Back button and Home button usage.
- APIs for Android Action bar and the Options Menu button based flows.
- Implementation of unit test scripts using Robotium and functional test scripts using Espresso. Mock scripts using Mockito and PowerMock. Tested navigation flow. Loading of views and network call related logic.

JPM retail app - Worked on the Chase bank mobile app for Android devices. Refactored code to implement MVP architecture based design. Fragment based stack. Modularization of Android Fragments to abstract user from Regular, Support and Dialog Fragments.

https://play.google.com/store/apps/details?id=com.chase.sig.android&hl=en

- Modularization of Support Fragment Manager, Fragment Manager.
- Creation of an API to enable developers to select Android Fragments/Support Fragments/Dialog Fragments with the use of an enum.
- Creation of an API that abstracts the common functionality of codebase related to Login and Account preview. Splitting of Login and Account preview codebase to Fragment based modules that: handle background image downloading and display, header and footer display and flow, Session management, Timeouts, Action bar related functions, menu related functions, Spanish language flow, Shared preference management, Phone dialing flow, Cookie management, Logout flow, Calendar management, Back button and Up button management and Network connectivity management.

JPM Retail app - New APIs for the creation of a custom Dependency injection framework.

- Creation of an annotation based Framework for the purpose of dependency Injection.
- Creation of annotations for Class and field injects.
- Refactoring of existing code base for the purpose of using Java Reflection to inject fields/objects using the annotation based framework.
- Modified the launcher Activity to support different flavor to have its own launcher.
- Refactored the various Activities to Fragment based architecture.
- Refactor the Background Image logic and created a Fragment based logic.
- Refactor the Login logic using Fragments.
- Refactor the Asynctasks and added support for callbacks.
- Packaging and delivering to payments team.

Company: Samsung Telecommunications (San Jose, CA)
Job Title: Lead Android developer (Contract role through OSI Engineering)
Duration: May, 2014- Dec 2014
Environment: Android SDK, Java SDK, Google Location services, MVC, JIRA, JUnit.

- ➢ Created a social media app for the Samsung range of smartphones. The app is based on the MVC architecture. Touch events are dispatched to a controller API, views and the model are decoupled. Interactions are regulated using the Observer design pattern. The architecture permits mocking of each component of the app, facilitating a TDD method.
- ➢ Use of Java based multi-threading techniques to load various content resolver based cursors and display them on the UI.
- ➢ Creation of a Bitmap downloads and display library using Androids Pager Adapter.
- ➢ Broadcast receivers to handle SMS management.
- ➢ JUnit based TDD methodology to do functional testing, unit testing and integration testing of the whole app. Various features such as UI, activity lifecycle, network connectivity and Location manager were mocked and tested. Continuous integration was done using Jenkins.
- ➢ Used Stash for project management and version control.

Company: Tapiture (Santa Monica, CA)
Job Title: Lead Android developer
Duration: May, 2013 - May 2014
Environment: Android SDK, Picasso, Retrofit, Java, Eclipse, Google Location services.

Tapiture is a social media photo sharing themed startup company. With the Tapiture app, you can share and buy the best stuff online. Whether you are in to tech gadgets, stuff for your home, traveling abroad or just looking good, Tapiture makes it easy to explore and get the best stuff around.

https://play.google.com/store/apps/details?id=com.tapiture.tapiture

- UI design of waterfall of images and video clips using Android SDKs. The waterfall is based on a staggered grid view designed using the open source tool by ETSY. Customization of the ETSY staggered grid to include headers and various listeners. Implemented bitmap streaming, caching and loading using the open source software tool, Picasso.
- Implemented web services using REST API libraries from the open source tool, Retrofit.
- Developed Android SDK based animations using the latest version of the navigation manager including the navigation drawer and customization of the drawer.
- Implementation of custom list views. Customization of list views to include text views for comments. Implementation of camera and file based photo upload.
- Google location APIs for storing, querying of location information. Implementation of location listeners, services and broadcast receivers for location based services.

Company: Infosys (Bridgewater, NJ)
Job Title: Android Application Developer
Duration: Jan 2011 - May 2012
Environment: Java, Android SDK, Sqlite3, Android XML API, JSON, and Eclipse.

Creating prototype application for viewing photos and videos across your favorite devices using any camera. Your photos and videos are automatically formatted for instant viewing across your smartphone, tablet, and computer.

- ➢ Develop prototype application on Android handset and tablet for viewing editing, sharing, and creating montages of photos, videos, events and albums, which can be transferred wirelessly across other devices.
- ➢ Create events for a given time frame to automatically upload photos/videos from the mobile phone via service and broadcast receivers.
- ➢ Utilized AsyncTask, Thread, handler, services to provide a smooth UI experience.
- ➢ Compress videos and photos for upload using bitmap factory, caching
- ➢ Build the app from design, requirements and run unit tests.
- ➢ Tested the application on multiple Android devices and fixed any issues.

CityGrid: This application enables developers to create web and mobile applications that find local businesses, organizations, and points of interest by a variety of search criteria and display content associated with these places. Developers can use search results to position places on a map, perform further refinement or expansion searches, or access full details of a given place.

- Involved in complete development and testing.
- Contributed in code debugging using Logcat and DDMS.
- Implemented several feature enhancements like the autocomplete search API's for businesses to look up the CityGridmedia.com and GoLocal.com databases to retrieve information.
- Integrated QR code scanner for scanning coupons and deals and saving it on the application. The scanner triggers the internal Mobile Camera for scanning QR codes
- Used JSON parsing for query, result and response from online database
- Experience using location based API 's, geolocation, maps, for displaying the businesses in a particular area

Company: Infosys, India.
Job Title: Software Engineer.
Duration: Jan 2005 - May 2011
Environment: Java, Android SDK, Sqlite3, Android XML API, JSON, Spring, Web services, J2EE stack and Eclipse.

Memories Online (Jan, 2011 - May, 2012): Creating prototype Android application for viewing photos and videos across your favorite devices using any camera. Your photos and videos are automatically formatted for instant viewing across your smartphone, tablet, and computer.

- Develop prototype application on Android handset and tablet for viewing editing, sharing, and creating montages of photos, videos, events and albums, which can be transferred wirelessly across other devices using Android SDKs.
- Create events for a given time frame to automatically upload photos/videos from the mobile phone via service and broadcast receivers.
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Direct certification app (Jan, 2009 - Jan, 2010): used by school LEA's upload files with enrolled students records, which is matched against half a million records provided by Human Resources and provide the list of students who matched the required criteria eligible for free lunch and other nutritional benefits. Also, they can remove duplicate certified students across different LEA's and also certify individual students who are eligible and not matched in under the criteria. They can print letters to schools, students and parents based on what they want. We also implemented probabilistic which also make sure any data entry issues and other synonym names are also taken care of.

Responsibilities:

- Worked on full SDLC from requirements gathering to production.
- Developed the prototype, prepared required documents and PSARS to get the permissions.
- Developed front end JSP pages using HTML5, CSS and JavaScript.
- Used factory design pattern to hide the implementation details of how an object is being created, DAO pattern to access data from the database and singleton pattern to get database connection.
- Used JNDI to establish connection with connection pool, which is already setup in the application server's domain.
- Developed the application using Struts 1.x where each form is submitted through an Action form, guided through Action class for specific classes and other JSPs.
- Consumed the SOAP web service provided by OIT, by creating a stub using JAX-WS, Apache CXF.
- Used Apache POI to read the sheets, columns and rows in the excel sheet and save each row in Excel reader class.
- Glassfish 3.2 is the application server. Participated in different sessions with the networking team to check load balancing and session stickiness.
- Worked on different procedures, prepared statements using PL/SQL developer.
- Prevented many possible security vulnerabilities like SQL Injection using parameterized substitution, session validity by checking session is active in the base action and CSRF attacks using synchronized token pattern.
- Developed unit test cases using Junit 4.
- Also closely worked with testing team by providing proper data required and also checked the performance and memory management issues.
- Used log4j to track the logs from the server, Ant for build and deployment.

Environment: JDK, NetBeans, html, CSS, JavaScript, jQuery, JDBC, Hibernate, SOAP, JUnit, Log 4j, ANT, Glassfish.

Project IPTS (May, 2008 - May, 2009): deals with calculating taxes for the properties in San Diego County. It has been into functionality wise and involving in building robust application, which can be used by county employees to find the tax for the properties. The modules, which I was involved in, were Personal Property, Exclusion, Exemption, Name and Address.

Responsibilities:

- Involved in study and analysis of Software requirements and specifications.
- Was involved in designing page layouts using Tiles Framework.
- Used Spring Web Flow to maintain State Management of the UI Controls.
- Implemented splitting tables using Display Tags.
- Used Value Object, Data Access Object, Session Façade, Factory Patterns.
- Presentation layer developed using Spring MVC.
- Extensively used Spring Framework in Persistence, Web, and Business Layers.
- Used Quartz for scheduling for running the application batch jobs.
- Used the Finder Framework and Hibernate for the Search functionalities.
- Used Spring AOP for Logging, Security and User Role Management, Transaction Management.
- Involved in developing custom exception handling.
- Developed web services with Apache Axis2.
- Utilized testing tool JUnit for Application Testing.

Environment: JDK 5, Struts1.2, JSP, Spring 2.0, Spring MVC, Hibernate.

Construction Lending Calculator (Jan, 2005 - Nov, 2007): Construction Lending Web Site deployed in Phase I, and will allow (initially) wholesale construction lending brokers to obtain basic information and forms, and allow them to complete an on-line questionnaire to help qualify for a loan. Finally it will show the summary page to client. If the borrower satisfies with the summary page then the actual loan process will begin.

Responsibilities:

- Gathered and analyzed user requirements and translated them into system solutions using Rational Rose (UML).
- Designed and developed several web interfaces to connect to the systems and reports.
- Developed a controller using action servlet.
- Involved in performing complete life cycle development (application design/development, requirements preparation, test, debug, load / performance testing, packaging with RPM and releasing of completed software) using SOAP Web Services.
- Involved in the performance tuning and Optimization of the queries and procedures.
- Handled user interaction and by conducting frequent meetings with them.
- Responsible for developing new features while maintaining the existing functionality.

- ➢ Wrote the presentation layer in Java Server Pages (JSP).
- ➢ Involved in Servlet programming and JSP scripting for the communication between web browser and server.

Environment: JAVA 1.5, J2EE, Servlets, Spring, Hibernate, HTML, JavaScript, XML, UML, UNIX, Websphere Application Server, Tomcat.

Education

BE in Computer Science Engineering, BMS College, Bangalore, India
MS in Biomedical Engineering, University of Texas at Dallas, USA.
MS in Physics, University of Missouri, Columbia, USA

Certifications

MongoDB course completion certificate from TenGen.