ROHIT KUMAR

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PROFESSIONAL SUMMARY

Software Developer with strong foundation in Data Structures, OOP, and system design, experienced in building scalable Android applications using Kotlin and Clean Architecture. Hands-on experience with real-time distributed systems and backend integration using PostgreSQL and Supabase.

EDUCATION

Bachelor of Technology in Engineering Physics | Delhi Technological University (DTU)   2019- 2024

TECHNICAL SKILLS

Languages: Kotlin, C++, SQL
Android: Jetpack Compose, MVVM, Room, Retrofit, Coroutines, Flow, Canvas API, WorkManager
Cross-Platform: React Native, Redux, Axios | **Backend/Cloud:** Supabase (PostgreSQL, Realtime), Firebase
Tools: Git, Android Studio, REST APIs, Postman
Core Concepts: Data Structures & Algorithms, OOP, Clean Architecture, Dependency Injection

EXPERIENCE

Software Developer Intern | Etcosmic Technology, New Delhi   May - June 2025
- Developed cross-platform features for vehicle management system using **React Native**, implementing booking workflows and responsive UI components.
- Implemented Redux for state management and integrated **REST APIs** using **Axios** for CRUD operations with error handling
- Built image upload functionality using React Native Image Picker with multipart form submission and real-time UI updates with validation

PROJECTS

Splitify – Group Expense Tracker App | Android, Kotlin, Jetpack Compose, Supabase, MVVM   Github →
- Built production-ready expense splitting app using **Clean Architecture** (Data, Domain, Presentation) supporting concurrent multi-user collaboration
- Designed offline-first architecture with Room as single source of truth and background sync using **WorkManager**
- Engineered secure **PostgreSQL** schema with **Row-Level Security** and integrated **Supabase Realtime** for distributed data synchronization
- Developed graph-based debt simplification algorithm reducing settlement transactions by **60%**, optimizing payment resolution across **50+ members**

Kids Drawing App | Android, Kotlin, Canvas API   Github →
- Built interactive drawing app with touch gestures using **Canvas & Path APIs**, implementing adjustable brush sizes, color palette, and undo/redo with stack-based state management
- Optimized rendering for smooth continuous strokes and integrated **MediaStore API** with runtime permissions for saving drawings to device storage
- Designed child-friendly UI with efficient bitmap management and caching to prevent ANRs and memory issues

CERTIFICATIONS

Android Development with Kotlin (Android 14, MVVM, Jetpack) | Udemy, 2025   Certificate →
Covered Kotlin, MVVM, Jetpack libraries, REST APIs with Retrofit, Room, Coroutines & Flow