# **Shubham Chouhan**

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#### PROFESSIONAL SUMMARY

Experienced Android developer specializing in debugging, optimizations, and writing scalable code with a keen understanding of aligning technical solutions with business objectives to develop intuitive and easy-to-use product

### **EDUCATION**

B.Tech. in Electrical Engineering, IIT Kanpur Intermediate - CBSE, RBSE

July 2015 – April 2019 May 2013 – July 2015

### TECHNICAL SKILLS

**Android Development**: Kotlin, Java, XML, Android Studio, Compose, Retrofit, Hilt/Dagger, Room, Coroutines, Flow **DevOps and Tools**: Git, Gradle, Postman, Charles, Firebase, Superset

# **EXPERIENCE**

## **Software Developer 3** | Wayfair

Mar 2025 - Present

- Leading the Android Payments team, driving the design and development of PayKit SDK a plug-and-play solution enabling seamless onboarding, authentication for payment integration
- Developed fresh auto-renewal for Wayfair Rewards paid membership, architecting a GraphQL schema-based solution enabling seamless subscription to payment methods for recurring premium plans with cost benefits and exclusive offers

# **Software Developer 3** | *Glance*

Jan 2023 - Mar 2025

- Designed, improved, and implemented *Analytics* in glance apps, enhancing session telemetry metrics. Revamped impression and click analytics in an existing SDK project, optimizing event tracking and simplifying analysis in Superset.
   Implemented real-time analytics for the Spaces project, managing networking, micro-batching, and server sync using gRPC. Architected and integrated analytics for the avatar app, supporting events at Glance server and Firebase Analytics
- Designed and implemented the logic for *IPL widget*, providing live match updates along with content widgets on the *lock* screen.
   Coordinated with Xiaomi to add support for various widget formats on the lock screen and communicated updated statistics. Developed a system to handle live IPL updates in a small widget and display Glance content in a medium widget
- Worked with a team on **AOSP** to deliver in-house RemoteView widgets, supporting various widget types and modes on the lock screen. Collaboratively developed an SDK to facilitate communication between lock screen actions and the app
- Designed Face scan, used Clean architecture and coroutines to develop an avatar generation app. Utilized ML Kit and
  Camera API for face detection, doing math and logic to get best input image to ensure successful face capture to enhance
  avatar generation quality. Added configurable support for asynchronously scanning gallery images
- Developed Myra, a chatbot, leveraging Bing and GPT APIs to serve as a chat assistant on the lock screen. Incorporated
   Compose animations for smooth loading and rendering of user chats and responses, seamlessly fetched from a database via a flow handling loading bounce getting updated with response from api

# **Software Developer 2** | *Glance*

July 2021 - Dec 2022

- Refined glance rotation and changing algorithms on the lock screen to be configurable, effectively managing card
  repetition scenarios during low battery mode. Implemented a time frequency cap to ensure the optimal delivery of the
  next card or ad based on priority and various conditions
- Improved the latency of Glance data by merging two Glance data calls by 50%. This approach simultaneously managed
  Glance removal, updates, and additions. Utilized *coroutines* for concurrent execution, marking successful Glances for
  caching while rejecting faulty ones via an exception handler
- Fixed legacy bugs and memory leaks, improving overall performance and optimizing app size with strong debugging skills
- Enhanced performance by **optimizing glances download and cleanup** improving app size, memory and efficiency
- Improved engagement metrics by **persisting the lock screen glance** app into the home screen post-unlock and integrated app shortcut feature handling app lifecycle with launch mode
- Responsible for releasing and sdk integration with OEM. Collaborated with OEMs to integrate a tappable ribbon on the lock screen, providing more clickable area to explore glances which *improved DEU* by 70%
- Provided mentorship to junior team members, offering guidance as they developed professionally and reviewing their
   PR's. Additionally, supported other teams that depended on our platform, promoting synergy and enhancing efficiency

# **Software Developer 1** | *Glance*

Jan 2020 - July 2021

- As part of the Engagement team, made various user-centric features such as Battery Saver, Data Saver, Corona/Sport Widget, Pocket Mode, and Silent Mode etc
- Collaborated with a revamp one-click install feature, enabling app installs via Glance by triggering a broadcast to Xiaomi
- Developed an online and offline game fragment, enhancing user experience by introducing pre-cached games for offline use. Implemented a pager for quick access to the best games and integrated in-game ads and native sponsored videos
- Implemented FCM notifications to re-engage users who have disabled Glance, while handling Glance-enabled notifications

# **Software Developer 1** | *Roposo*

June 2019 - Dec 2019

- Contributed to a video streaming SDK, enabling the delivery of cached videos through the SDK for integration in Glance
- Integrated quick-access dialogs for gift and paid video downloads, utilizing Roposo coins earned to enhance revenue

## **Intern** | *NoBroker*, *Bangalore*

May 2018 - July 2018

- Collaborated with a colleague to develop a new app to record over 20K + calls daily, aimed at resolving issues related to conversation disputes for a property deal. Used firebase authentication and storage to store these call recordings
- Implemented Rental Agreement activity UI in Nobroker App, giving a pager of rental agreements

# **ACHIEVEMENTS**

• Received the Bond007, BuzzLight Feed, Rising Star Awards from Glance for outstanding contributions