

Narsi Ram Jindal

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Personal Profile

Date of Birth	01-09-1995
Gender	Male
Linked in	https://www.linkedin.com/in/narsi-ram-jindal
Github Profile	https://github.com/narsiram

Professional Experience

1. Android Developer

Company Name: Crosslight AppMissions Pvt. Ltd. (Oct 2018 - Present)

Description: Working with a team of 6 people to coordinate and complete the tasks in a timely manner by keeping code quality and architecture intact. My role is to design, code and submit the module to QA with proper unit testing done and to maintain long and short-range deliverables with product management team according to product roadmaps.

2. Android Developer Intern

Company Name: Fitbell Technology LLP (Jan 2018 – June 2018)

Description: Working as an intern, I directly reported to product managers to clarify functional flows and provided technical insights on optimization. Working with the entire project team to balance creative objectives with business needs and technical requirements.

Technical Skills

- **Languages:** kotlin, Core Java, C, C++, php
- **Markup Languages:** XML
- **IDE:** Android Studio, Eclipse, Code-Blocks

Educational Qualification

B.Tech. Computer Science & Engg (2014-18)

Giani Zail Singh College Campus of Engg. & Technology, Bathinda with 84%.

Projects

1. ChurchTalk

Project URL: <https://play.google.com/store/apps/details?id=com.genelco.churchtalk>

Description: ChurchTalk is a church management system, which engage all the people involved in the church. The application has 2 types of users i.e. Church Admin and Church Members. Church admin is responsible for managing its members.

Responsibilities:

- Worked on LiveData by using Socket.io connections.
- Migrated some modules to **KOTLIN** from Java.
- Added **Crashlytics** to view the crash reports.
- Used material design components like Cardview, RecyclerView, Navigation Drawer, Floating button for smooth navigation and better user experience.
- Created a local database using Shared Prefs to store and retrieve the data
- Used FFMPEG to compress and trim video and audio files.
- Extensively used libraries like Data Binding for View injection.
- Used Retrofit 2.0 with RxJava, Buses, Google Map Services, Glide, Stripe (Payment Gateway), etc.
- Improved the current data model architecture by using **MVP** pattern and also used Dagger 2 dependency injection to avoid hard coupling.
- Used **GitHub** as project source controller with **JIRA** tool for assigning the tasks and for reporting bugs.

2. Real Estate Android App

Project URL: <https://play.google.com/store/apps/details?id=com.sum.himani.realestate>

Description: Kritika Homes is a mobile application intended for online real - estate brokers. It would make searching, viewing, or selection of property easier for user's specific to their needs.

Responsibilities:

- Discussing the requirements with the Client
- Designing the flow of the application
- Designing UI for the app
- Integrating back-end
- Database Designing with implementation

3. FitBell

Project URL:

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

Description: Fitbell is a Gym Management Application, which deals with attendance, inventory, online payments, etc. held in gyms. As a part of this project I worked on inventory module as well as attendance management.

Responsibilities:

- Integrated Bounded Services for fetching user data.
- Integrated Third Party libraries like Picasso, Retrofit, Google Maps, Firebase etc.
- Understanding of XML basics.
- Integrated **MpChart** library to display reports in graphical chart format and share them with the clients and executives.
- User Staggered layout for auto-resizing the item's view.