




DEVIKIRAN SHETTY PN

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I am a results-driven Android Developer with over 3 years of extensive experience in full-stack mobile app development. Proficient in technologies such as Kotlin and Jetpack Compose, I excel at creating user-centric applications with scalable architectures. My expertise in performance optimization and collaborative Agile environments has consistently led to improved app engagement and reduced incident response times

Skills

- **Android Development:** Kotlin, Jetpack Compose, XML, Java, Android SDK
- **Architecture:** MVVM, MVI, Clean Architecture, Lifecycle-aware components
- **Libraries & Tools:** Retrofit, Room, Dagger Hilt, Coroutines, Exo-Player, RecyclerView, Data Binding, View Binding
- **Testing & Debugging:** UI Testing, Android Studio Profiler, Logcat
- **DevOps & Version Control:** Git, Gradle, Play Console, Docker, Firebase, AWS

Experience

Global Delight Private Limited (3+ years of Experience)

Software Engineer

July 2023- Present

- Led development of “[AudiOn](#)”, “[Boom](#)”, and “[Vizmato](#)” using MVVM, modular architecture, and media frameworks such as NDK, JNI, and ExoPlayer to deliver real-time audio/video processing.
- Built high-performance UIs using Jetpack Compose, XML, Data Binding, and Navigation Component, ensuring responsiveness across Android SDK versions.
- Managed release cycles with Proguard, build signing, and Play Store deployment, contributing to ongoing maintenance for apps exceeding 6M installs.
- Collaborated in Agile sprints, used Git and Android Studio Profiler for version control and debugging, and actively participated in performance reviews and code refactoring initiatives.
- Applied Room Database, RecyclerView, and Retrofit for dynamic content loading and persistence across multiple app modules.
- Contributed to improved app architecture with Dagger Hilt and Dependency Injection, ensuring better testability and feature isolation.

Trainee Software Engineer

August 2022 - June 2023

- Developed “[AudiOn](#)” from scratch using Kotlin, NDK, JNI, ExoPlayer, and Whisper TensorFlow Lite for local audio capture and real-time transcription.
- Designed UI with Jetpack Compose, XML, LiveData, and ViewModel, following MVVM principles to improve maintainability and reduce UI-related bugs.
- Refactored Gradle scripts and modularized feature layers, improving build speed by 30% and simplifying app scalability.
- Performed functional debugging using Android Studio tools, improving code reliability during release cycles.

Software Engineer Intern

February 2022 - June 2022

- Assisted in building Android apps using Kotlin, Jetpack Compose, and XML, with focus on UI responsiveness and memory-efficient layouts.
- Participated in improving app responsiveness, reducing UI rendering time by optimizing layouts and adopting modular components.

Education

Masters Of Computer Application

CGPA 9.32

NMAM Institute of Technology, Nitte, Karnataka (August 2020 – June 2022)

Bachelors Of Computer Applications

CGPA 9.32

Vivekananda Degree College, Puttur, Karnataka (June 2017 – May 2020)