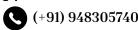
DEVIKIRAN SHETTY PN



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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, Recycler-View, 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)