

Kalyani Singh (Sr. Android Developer)

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Bangalore

A pioneering, security-oriented, results-driven, customer-focused, **articulate & analytical Software Developer** who can think “**Out of the box**”, offering more than **7+ Years** of Experience in formulating and supporting impactful applications developed in diverse, collaborative environments for **Mobile and Tablet devices** for the **Android** as well as **OTT** platform.

PROFESSION SUMMARY

- Over 7+ years of experience in developing and publishing android app using Java and Kotlin.
- Currently Working with **Robosoft Technology Private limited**.
- Experience of complete Software development life cycle involving development, documentation, testing and maintenance.
- Experience in **object-oriented** analysis and **design** with programming patterns including **MVVM**
- Experience in integration of Google Maps Api and Firebase cloud messaging.
- Experience in **RESTful APIs** and **third party libraries** integration.
- Experience in writing test cases and maintaining code quality.

WORK EXPERIENCE

- Working with **Robosoft Technologies Pvt Ltd**, Bangalore as Senior Software Engineer since March 2022 - Present
- Worked with **Tech Mahindra.**, Bangalore as Senior Software Engineer from Oct 2018 - March 2022
- Worked with **Credentek Software Pvt Ltd**, Pune as Software Engineer from March 2016 – June 2018
- Worked with **Poorvanchal System Pvt. Ltd.**, Pune as a Software Engineer from July 2015- Feb 2016.

TECHNICAL PROFICIENCY

- **Language & Technologies** – Kotlin, Core Java, Jetpack compose.
- **IDE Tool** – Android Studio Flamingo
- **Database/Data format** - SQLite, Room database, Firebase datastore, File storage, XML, JSON.
- **Payment Gateway** - Juspay, Paytm
- **Android Architecture** - MVVM, MVC, MVP, Clean Architecture
- **Messaging platform** - FCM
- **AD's SDK** - Google Admob
- **Third party libraries** - Retrofit, Glide, Picasso, In-App, Clever tap, AppsFlyer, Shimmer
- **Version Control Tools** - Git

ACADEMIC QUALIFICATION

- BTech – RGPV, Madhya Pradesh

PROJECT EXPERIENCE

Project: Rumble gaming app(Sept, 2022-Till Date)

https://play.google.com/store/apps/details?id=com.robosoft.playverseStage&pcampaignid=web_share

Environment: Kotlin, MVVM, Socket, Clever tap, Appsflyre, Firebase, Picasso, Glide

Description: - Rubmle is a gaming app for mobile users where users have options to play more than hundreds of games in a single application.

- Implemented **Deeplinks** to land the user to the same game to avoid user misleading to another game.
- Implemented **push notification** inviting friends to join the game, accept or reject friend requests.
- Implemented a module where user can refer to friends and win rubmble coins through **referral code**. These earned **coins** are **added to wallet**.
- Implemented feature where player can add money to their wallet and use them to buy badges and set them to there profile.
- Implemented a feature where player can **create a battle/tournament** and can invite friends to play the game. A tournament **code is pushed** to other players to join the game.
- Implemented chat messenger where friends can send/receive messages.
- Implemented live poling/tournament voting of ongoing matches using **Socket**.
- Used third party Library like **Clever tap** to add **analytics feature** to track the user interaction , **Appsflyre** for **deep links integration**, **Firebase** for **crashlaytics**, **Picasso** and **glide** for image loading.

Project: Cricroc (March 2021 – Aug 2022)

Client: Willow TV

Environment:

Description: Cricroc is a cricket app to watch live streaming, live scorecard, live commentary, match highlight and replays.

- Independently **develop product** modules **from scratch**.
- Implemented cricket **match streaming** using third party **Bitmovin player** library which is build at the top of Exoplayer.
- Implemented display of advertisement in the player using **AdvertisingConfig**.
- Implemented cast feature in the app. User can **cast mobile screen to TV**.
- Implemented the **analytics** on the app to track the app uses.
- Implemented picture in picture mode to show the video streaming at the top of the screen, even in case the app goes in background.
- Developed multi-mode **user subscription** feature.
- Implemented standardization of UI across the app by standardizing the color palette, UI components etc.

Project: Capra-TV (March, 2023- Till date)

Environment: Clean architecture, BrightCove, Firebase, Crashlytics

Description: - Capra-TV is a TV application where one can watch movies and series on big screen.

- Implemented movies and **web series streaming** using third party library **BrightCove**.
- Implemented **test cases** for UI modules using **Junit, Mockk, Couritene** .
- Implemented push notification to update user about subscription expiration on login.
- Implemented generic layer to **consume RestAPI**.
- Implemented **firebase** for **crashlytics**