**Ankita Mojidra  
Contact: +1(346)258-1287** [**| ankita.mjdr.727@gmail.com**](mailto:|%20ankita.mjdr.727@gmail.com)

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Summary:**

* Proficient Android Developer with over 9 years of hands-on experience, specializing in native Android app development.
* Proven ability to create robust and functional mobile applications that meet high standards of quality and performance.
* Environment: Eclipse IDE, Android Studio, Java, Android SDK, Android Development Tools (ADT), Kotlin, Expo, JSON, XML.
* Also skilled in Firebase, Google Analytics, and Clever Tap.
* Involved in the full life cycle of the project including analysis design, development, debugging, testing, and deployment.
* Developed the application from specifications and requirement gathering.
* Independently handled modules, scope, analysis, design, build, test the code, debug, and implement application.
* Experienced with MVC, MVVM pattern, and Dagger 2, hilt, koin.
* Developed products section of the application which provided Multiple Activities, Custom Adapters, Base Adapter, List views, Links, Web View, Text Views and so on.
* Developed Navigation Drawer for the application, which provides better navigation of apps features.
* Created new UI Screens and key resources for layout UI work utilizing xml, Shape Drawable, Text View, List
* View, Web View, Buttons, Activities, Fragments with Constraint Layout.
* Implementing custom libraries such as zxing, Exo Player, swipe layout etc. involves identifying project requirements, designing, and implementing to the project, testing its functionality, documenting for ease of use, and packaging for distribution.
* Experience developing Android apps for the phone and tablet platform using Android SDK and Android.
* Identified and fixed any bugs reported during the testing phase of the project.
* Uploading a build to app Bundle and production tracks in Google Play Console involves creating a release, uploading the APK or App Bundle, and rolling out the release to a specific set of users for testing or to all users.

**Technical Skills:  
  
Operating System:** Mac OS, Windows, Ubuntu.  
**Languages**: Java, Kotlin. **Android Development:** Android SDK, Android design patterns MVVM/MVC/MVP, Recycler view, List view, Data binding, Retrofit, volley library, Jet pack, Jetpack compose, Live Data, Adapters, Content Provider, Services, Location, Map Box, HTTP Client, Nav Graph, Gradle, GSON, JSON, SQLite, Camera API, OAuth, Notification Manager, Facebook Api, Rx Java, Pro Guard, pub Nub, Stripe, Firebase, Kotlin, Kotlin Flows, Coroutines.  
**Database :** Room Database, SQLite database, MySQL , Postgres.  
**Web Services:** Restful APIs, Rest, GSON, JSON, XML.  
**Methodologies**: Agile, Scrum, Waterfall, Kanban.

**Issue tracking**: Basecamp, Jira, GitHub project.  
**Testing tools:** Junit, Mockito, Espresso, Appium.  
**Analytics and Crash Reporting:** Google Analytics, Firebase Analytics, Clever Tap.

**Cloud providers:** AWS.

**CI tools:** Jenkins.  
**Source/Version Control:** GitHub, GitLab, Bitbucket.

**Education:**

* Bachelor’s in engineering: Information Technology, Gujarat Technological University, India.

**Client: ReadyB Duration: OCT 2023 - PRESENT**

**Role: Senior Android Developer**

**Location: Suniksha Technologies LLC,  
Dallas, Texas USA  
  
Responsibilities**:

* Discussed the requirements with the client for the new features and documented the requirements.
* Engineered user-friendly interfaces employing a variety of Android widgets, including Dialogs, diverse Layouts, ensuring seamless navigation and enhanced user experience.
* Implementing powerful tools for adding real-time features to your app, like pub nub for notifications, and live updates in Kotlin.
* Leveraged Jetpack Compose to architect and implement modern, declarative user interfaces (UIs) with a focus on responsiveness, performance, and scalability.
* Integrated Jetpack Compose with other Jetpack libraries such as View Model, Live Data, and Room to build robust, MVVM architecture-based applications.
* Developed and maintained Android applications using Kotlin coroutines, integrating RESTful APIs for seamless data retrieval and synchronization.
* Utilize performance tuning tools like Android Profiler to optimize application performance and memory usage, ensuring seamless operation.
* Implement offline storage solutions and threading techniques to enhance application functionality and user experience.
* The app offers automated dispatch based on your proximity, GPS tracking of the service provider, and in-app communication.
* Implemented mock objects and stubs using Mockito to simulate dependencies and external interactions, facilitating isolated and deterministic testing of individual components.
* Implemented Continuous Integration/Continuous Deployment (CI/CD) pipelines to automate the build, test, and deployment phases, ensuring swift and reliable delivery of Android application.

**Client: Mach1 Duration: JAN 2018- DEC 2021**

**Role: Senior Android Developer   
Location: Ordex Technology Solutions,   
Ahmedabad, Gujarat India**

**Responsibilities**:

* Designing and implementing user interface (UI) elements to ensure a smooth and visually appealing user experience (UX).
* Keeping up with the latest versions of Android SDK, libraries, and tools used in the project. Updating these regularly can help improve performance and security.
* Integrated Dependency Injection (DI) frameworks seamlessly with Android components such as Activities, Fragments, and View Models, enabling easy injection of dependencies and improving code readability.
* Modify Google Location Services RESTful API for location updates, specify location requirements, handle changes in location settings, and test with mock locations with the help of Coroutines.
* Evaluated and adopted MVVM architectural patterns for legacy codebases, refactoring existing code to improve modularity, testability, and maintainability.
* Utilized AndroidX testing libraries such as Espresso and UI Automator with Mockito for writing UI tests, validating app behavior and user interactions across different device configurations and screen sizes.
* Integrated Jetpack Compose with Kotlin Coroutines to manage asynchronous operations and data loading, ensuring smooth and responsive user experiences.
* To upgrade Gradle for GCM to FCM in Android project, update the Android Gradle plugin and Gradle versions in Project Structure, then sync your project and make necessary changes for it.

**Client: GiftAMeal** **Duration: APR 2016 - DEC 2017**

**Role: Senior Android Developer  
Location: Ordex Technology Solutions,  
Ahmedabad, Gujarat India**  
  
**Responsibilities**:

* In the context of Android development, working on registration screens, profile screens, and searching restaurants for the home screens using SQLite and pub nub for real data updates.
* Integrating GPS or other location services to provide personalized content based on the user’s location.
* To create a GPS location-related pop-up, request location permissions at runtime, use a Dialog Fragment or Alert Dialog for the pop-up, check permission status, and handle the user’s response.
* Developing screens that display a list of data, such as a feed of posts or a list of search results with the help of SQLite. Adapters are used to populate the list view efficiently in Java.
* Developing screens for users to view and edit their personal information, ensuring an intuitive and user-friendly interface.
* To implement a custom camera with RESTful APIs including sharing option in an app, use Android’s Camera API for the camera interface and Android’s Intent system with intent for the sharing feature.
* Implementing pusher for the add new restaurant, edit, and delete restaurants and it is real time features in Kotlin.
* Implemented encryption algorithms and secure communication protocols such as HTTPS/TLS to protect sensitive data transmission between mobile devices and servers.
* Implemented automated build and test workflows using CI/CD tools such as Jenkins, GitLab CI/CD, ensure your app is ready for release and complies with Google Play’s policies and agreements and Upload the APK for the production environment.

**Client: Kyobee Duration: MAY 2015 - MAR 2016  
Role: Android Developer  
Location: AppMax Technologies,  
Ahmedabad, Gujarat India  
  
Responsibilities:**

* Collaborate with backend, testing team and peer members.
* Thoroughly explore all features, user interfaces, and overall flow of the original app.
* Spearheaded the refinement of color schemes, layout structures, graphical assets, and animations to elevate user experience and interface aesthetics across multiple Android applications.
* Update the app store description to accurately reflect the new app’s features and functionality.
* Replace or modify RESTful APIs used in the original app to fetch or send data.
* Modify existing code or write new code based on the design and API changes in Kotlin.
* Designed and developed robust View Model classes to manage UI-related data and business logic, ensuring clear separation between UI components and data sources.
* Optimize codebase to ensure high performance, scalability, and responsiveness across different screen sizes.

**Client: Gearbox Duration: JUL 2013 - APR 2015  
Role: Junior Android Developer  
Location: Softech Infosys,  
Ahmedabad, Gujarat India**  
 **Responsibilities:**

* Modify or replace the RESTful APIs used in the original app to fetch or send data.
* Update the database schema and switch to a different database system based on the new requirements.
* Provide guidance and support to other team members throughout the process, sharing expertise and helping them understand the changes.
* To manage UI and fetch data in the adapter from SQLite database, understand the business requirements, design the UI layout, create an adapter class, fetch the required data, load the data into adapter, and update the UI in Java.
* To clean and optimize your project, remove unnecessary code, compress code for efficiency, and update to the latest Gradle versions for up-to-date features and security.
* Extensive experience in writing comprehensive unit and instrumented tests for Android applications using Mockito testing frameworks.
* Documented production processes, best practices, and deployment procedures, enabling knowledge sharing and onboarding of new team members and Upload the APK for the release version.