

Abhimaan Madhav

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Work Experience

Working as an Android Application developer from August 2012 in Techjini. Involved in the development of various android applications involving camera ,Location ,Maps, social networks(Facebook, Google Plus), image manipulation in applications and the like.

- Have the ability to build non-trivial android based UI applications.
- Have experience of building custom views.
- Have worked on a hybrid application.
- Have used fragments, services, broadcast receiver, bitmaps, canvas, GPS, alarm and the like.
- Worked with REST API, RSS feeds, XML parsing, SOAP.
- Have been involved in building applications on Android from conceptualization to idea execution.

Skill set

- Familiarity with Android Eco-system, Java, Git, Eclipse, C, C++ and shell programming.
- Comfortable working in Linux and windows operating environments.

Education details

- **B.E in Information Science (VTU) 2008-2012** from Vidya Vardhaka College of Engineering, Mysore(68.41%)

Few Projects executed

1) **Boston Marathon World Run**

- A virtual marathon application. It enables users to pledge running distances which they intend to cover. The app taps into social media to provide the user with related updates about the event and also about activities of like minded people relating to the Boston marathon.
- Challenges in the project
 - To create a visual delight to the users across all screens.
 - Creating custom views.
 - To integrate with third party API providers.
 - Co-ordinating with other 3rd party developers.

2) **OlaCabs Driver Application**

This Application drives the core business of OlaCabs.It is responsible for bill calculation,serving booking,distance,wait time which play major role in the business model in any Cab service provider. Challenges in the project

- Developing Kiosk mode for all devices
- Building an stable application which works 24*7 in foreground.
- Exploring new technology to get better results.

3) **Celebrity Clicks**

This is a fun application. It enables users to use a cutout from a given set of celebrity cutouts and juxtapose the same with a live camera image. It has features to make these juxtaposed images look real by resizing, repositioning, and adjusting brightness, saturation and contrast of the celebrity

cutout. Additional features included application of various effects(pencil sketch, grey-scale etc) to the picture.

- Challenges in the project
 - Creating custom camera view and custom views.
 - Image manipulations (Creating effects).
 - Handling memory issues.

4) MT Monitor application – A hybrid application

- This was an enterprise application. The application was used to monitor onboard diagnostics of cars remotely. It had features which enabled a user to register the new onboard device by using NFC's or barcode's.
- Was involved in the development of the business logic for this application. Have used SOAP calls to communicate with backend servers.
- Challenges in the project
 - Developing hybrid applications was challenging because the technology was new.
 - Understanding technologies like NFC, SOAP.

5) A Survey Library

- This library exposed API's using which the developer could create surveys.
- Challenges in the project
 - All the UI was built dynamically rather inflating the UI using the XML file.
 - Assets needed for the UI could not stored and accessed in a conventional way as we were building a library and not an application.

6) Tennis Game(Flappy Bird type)

- A game built using libgdx(game platform) ,similar to flappy bird game.
- Challenges in the project
 - Using a new platform to build games.
 - Understanding the dynamics of game development.

Communication of IPV6 networks over an IPV4 network

Project was done as a part of the academic requirement in B.E.

- It aimed to achieve communication between two ipv6 hosts which were connected via an existing ipv4 network. This communication is achieved using the concept of tunneling.
- The implementation makes use of hooks provided by the kernel to trigger our tunneling module. The isolated system has a relay router where the ipv6 packets are intercepted. An ipv4 header is then added to this packet before being sent along its path.
- The receiver receives packets through another rely router. This rely router has our tunneling module which removes the ipv4 header and sends the ipv6 packet to the receiver.
- Tunneling was implemented as a dynamic kernel module. The advantage being that the same could be inserted into the kernel when the kernel was running.

Other Personal Details :

Hobbies: Sports, Traveling.

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