



**Response to RFP for CEP for Mobile App development**



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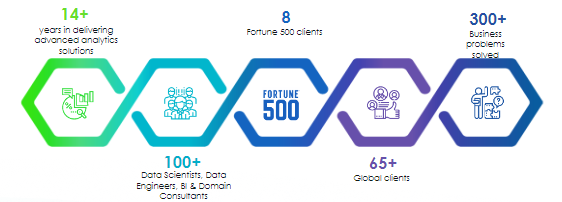
## **Introduction**

This is a response to the RFP Titled “Mobile App Development” and is submitted by TransOrg Solutions and Services Private Limited (“TransOrg”) as on November 03, 2023.

## **Company Profile and Experience About TransOrg Solutions and Services Private Limited (“Transorg Analytics”)**

TransOrg, founded in 2009, is a specialist ‘Big Data and Predictive Analytics’ company that synthesizes structured and unstructured enterprise data to deliver real time actionable insights. Our high-performance team of data scientists and data engineers have developed industry centric predictive analytics solutions for verticals such as FMCG, Banking & Financial Services, Telecom, Insurance, Healthcare, Retail, E-commerce, Travel and Aviation.

TransOrg provides niche analytics services and products to our global clients in India, North America, Middle East, and Asia Pacific serviced by a strong team of data scientists and data engineers. Some of our key clients are PepsiCo, Marico, Britannia, American Express, Freedom Mobile (Canada), Toyota, Nissan, TATA group (Taj Hotels), Fino payments bank, IDFC Bank, Bank Mandiri, RBL Bank, IndusInd Bank, FWD Insurance and Indian insurance arms of SunLife, HSBC and Generali.



Transorg has serviced the following clients:



Transorg works with a range of sub-contractors that are industry leading specialists in fulfilling client requirements. Our subcontractor, Compubahn Inc., has for the last 25 years successfully serviced public organizations and the private sector specializing in Big Data & Analytics, Cloud Migration and Software Development. The full range of services and solutions offered by Compubahn are as follows:

|  |  |  |
| --- | --- | --- |
| Big Data & Analytics | Cloud Migration | Software development |
| Consolidate disparate data by  migrating to a data repository,  perform data cleansing,  eliminating duplicate records and updating meta records.  Develop integrated solutions in predictive modeling, optimization, forecasting, dashboarding and automation. | Migrate software applications using simple lift and shift and for customized applications, re-architecture or re-engineering of application. | Analyze requirements, documentation and design architecture design, assistance with implementation and maintenance. |

Compubahn has done extensive software development for mobile applications on both Android and IOS devices (iPhones, iPads). In Android, the work was done using Java and Kotlin. For IOS devices, work was done using Swift and Objective C. The work included developing requirement specifications, front end design, backend integration with databases like Oracle and SQL Server, development, and testing. Compubahn has serviced the following clients:

|  |  |
| --- | --- |
| **Public** | **Private** |
| Housing and Urban Development (HUD)  US Department of Agriculture (USDA)  Health and Human Services (HHS)  US Army (Perscomm, CHS, AKO)  State of Montana  General Services Administration (GSA) | Arrowhead Regional Medical Center  Disney  Gap  Under Armor  Ralph Lauren  Abbot Labs |

## **Resources for Service Delivery Requirements/Specifications**

TransOrg is submitting the resumes of the following candidates whose qualifications and experience meet the specifications and requirements as described in the Project Specific Job Description.

**Profile 01: Bhaumik Pandya**

* In-depth knowledge of the object-oriented programming, object-oriented analysis and development.
* Full Stack experience in Android application development.
* Experience in Android Wearable and Tizen Wearable.
* Experience in Android based car infotainment systems.
* Technology experience in Core Java programming, JavaScript, REST Web Services.
* Good working knowledge of Android APIs like Camera, Map, Location, NFC, and BluetoothLE.
* Experience in publishing apps in Google Play Store, App Store, Galaxy Tizen Store.
* Experience in development methodologies like Agile/Scrum and Test-Driven Development.
* Hardworking, eager to learn and a team player.

# Work Experience

**Senior Technical Lead - Android, HCL. Remote - Bay Area, CA May’23 - Present**

**Project description:** Working on HCL’s various project.

### Responsibilities:

* + Developing features and user experience for native Android applications.
  + Collaborate with product management and design teams to create features.
  + Working closely with QA to deliver feature.
  + Implementing modern architecture using Kotlin/Corotunie
  + Implementing api architecture using Dagger
  + Implementing Unit Test Cases to improve Code Coverage upto 90%

Environment: Java, Native Android, Kotlin, Dagger, JIRA, Github, Crashlytics/Fabric, Stempede for CI

**Senior Software Engineer - Android, MobilePrograming. Newark, CA Feb’23 - May’23**

**Project description:** Worked at LUCID Motors.

### Responsibilities:

* + Developing features on LUCID Android based infotainment system.
  + Implementing UI on infotainment screen.
  + Testing developed feature in Cars.
  + Working on bench to deliver feature.

Environment: Java, Native Android, Kotlin, JIRA, Github, Crashlytics/Fabric, Jenkins, NDK

**Software Engineer - Android, Docusign. San Francisco, CA Jan’20 - Dec’22**

**Project description:** DocuSign - Upload & Sign Docs android app.

Docusign android app provides eSignature and Digital Transaction Management platform.

### Responsibilities:

* + Developing features and user experience for native Android applications.
  + Collaborate with product management and design teams to create features.
  + Working closely with QA to deliver feature.
  + Implementing modern architecture using Kotlin/Corotunie, Hilt, Jet-peck
  + Deep dive on crash reports from Firebase/Fabric and providing solution.
  + Cross team collaboration with iOS and Platform teams.

Environment: Java, Native Android, Kotlin, JIRA, Github, Crashlytics/Fabric.

**Senior Android Engineer, Smule. San Francisco, CA Sep’18 - Jan’20**

**Project description:** Smule Sing android app.

## Sing android app is the social network platform with the power to break down barriers, touch souls and bring people together from all over the world thru Music.

### Responsibilities:

* + Gathering requirements, creating features Game plans and Technical specs.
  + Developing features and user experience for native Android applications.
  + Managing 3 other Android Engineers.
  + Working closely with Product and Project managers to ensure alignment of feature development and releases.
  + Working on Smule Core architecture.
  + Analyze bug and crash reports, fix problems, and optimize performance.
  + Collaborate with cross-functional engineering teams such as iOS team, Audio/Video team, Platform team, and

## Operations team.

Environment: Java, Native Android, Kotlin, JIRA, GitLab, Crashlytics/Fabric, Crucible, TeamCity.

**Senior Software Engineer Mobile Android, Springshot. San Francisco, CA Feb’15 - Sep’18**

**Project description:**Android apps and Wearable app for Springshot.

Springshot provides task collaboration platform for 'blue collar' work, elevates worker engagement by providing users with the tools, feedback, and social connection needed to thrive for Aviation Industries.

### Responsibilities:

* + Technical owner for Springshot Baggage Platform. Jul’17- Sep’18
  + Leading team of engineers & QA, total 5 people.
  + Gathered requirements, creating technical tasks, Agile sprint planning.
  + Worked as Full Stack Android Engineer.
  + Implemented features on next-gen springshot mobile application in React-native.
  + Worked closely with QA to provide high testability of the code, fix defects.
  + Worked with server team to implement new feature on mobile Client.
  + Build Springshot Baggage Native Android app from scratch.
  + Implemented features on springshot legacy native android application.
  + Set up continuous build and helped automation test setup for android and iOS apps on jenkins.
  + Worked on Wearable app for Tizen OS.

Environment: Java, React-Native, Tizen OS, FireBase, Jenkins, Rest Webservice, JIRA, GitHub, Crashlytics/Fabric, Map, Barcode Scanner using ZXING lib, LE Bluetooth with Beacons. Sqlite DB, Butter Knife lib, Active Android lib.

**Software Engineer, Monitise. San Rafael, CA Sep’13- Jan’15**

**Project description:** Sustainment Engineering Team

Sustainment engineering team is to provide services to Mobile Banking Product that enable customers to interact with their bank, credit union, or other financial service from their mobile devices.

### Responsibilities:

* + Post Production Bug fixes, Enhancements and Upgrade Tasks
  + Managed Multiple Projects for few banks from technical perspective.
  + Delivered high quality code, managing and updating required Artifacts which are mandatory part of SDLC.
  + Worked on the issues of mobile smart client application in Android and iOS.
  + Implemented new feature on Android app. Native/Hybrid
  + Worked closely with QA and Deployment engineer to provide high testability of the code, fix defects.
  + Fixed the technical issues in client server architecture using java, Rest API, tomcat, SQL.
  + Constantly updated Status report to PM and identifies any risks in the project

Environment: Java, Spring with Hibernate, SQL, maven, Rest Webservice, PhoneGap, Eclipse IDE, XCode.

**Android Developer, Beta Soft Systems Inc. Fremont, CA Sep‘12 – Sep‘13**

**Project description:** Worked on Android project with different Client’s of Beta Soft Systems

**Software Engineer, Insight Global Inc. San Jose, CA May‘12 – Sep‘12**

### Client: Cisco

**Project description:** ION web application and Server Administration.

# Education

**M.S., Computer Science, Dec 2012** New York Institute of Technology, New York

**B.E., Information Technology, May 2009** Dharmsinh Desai University, Nadiad, Gujarat, India

# Technical Skills

Operating Systems, Linux, Windows, Android

Programming Languages Java, C, Kotlin

Database MS-Sql, Oracle, SQLite

Script Languages XML, JSON, CSS, UNIX Shell Script

Framework/Design Patterns React, React Native, MVC, Singleton, MVVM, Clean Architecture IDE/Tools Eclipse, XCode, ADT, Android Studio, Junit, Tizen studio

**Profile 02: Keon Montgomery-Williams**

I have come to realize that one of my best qualities as a developer is the genuine passion and excitement I have for software engineering. While java is my ‘mother tongue’, and android my core competency, I most enjoy the engineering process in the abstract; As such, I’ve taken on hybrid positions in which I have contributed to several platforms including frontend-web, backend, iOS, and electrical engineering. As it pertains to android, I have accumulated ~ 9 years worth of experience with the process of conceiving, designing, planning, implementing, testing, and managing mobile projects.

Concerning my personal aspirations, I would like to work with an innovative company that is willing to take creative risk to improve the value, usability, and overall experience of technology. Most notably, I would like a position in which I am excited to continue to expand my potential, while refining and acquiring new skills, fueling my growth as a developer and as a professional.

Lastly I would like to note my special affinity for AI, IOT, and augmented reality. Candidly, I would be a little more partial to a project that integrates these technologies.

# Education

**BS Information technology | Georgia southern university**

Specialization: Web Design and development

Second discipline: Computer science

**BA philosophy | Georgia southern university**

Language concentration: Japanese

# Experience

**Sr. Android developer @ Citibank (via photon llc) Dallas, tx (remote) | 2022 - 2023**

As a Sr. Android Developer at Citi Bank I belonged to several teams which defined my role and efforts within the organization; The container team, the Release management team, and the ACME team.

As a member of the ‘Android Container’ team, my largest contributions were to the maintenance and development of the core functionality of the Citi Bank android application. The container team held ownership over several key features including Authentication, Feature Flags, and the Home/Dashboard feature. Our team also oversaw the integration of all feature submodules, maintained the in-app navigation code and orchestrated feature updates.

* Shopping Cart Updates
* Dashboard UI/UX and API Redesign
* Oversaw the integration of feature based submodules

As a Lead on the Release Management team I routinely collaborated with several inter-departmental teams to ensure that a functional and safe version of our application was always available to our users. I played an instrumental role in several successful releases, contributing to nearly every aspect of the deployment process from feature validation to Google Play updates.

* Generated test builds, fallback/rollback builds using Jenkins for CICD
* Delivered internal builds to testing teams using Firebase Distribution
* Coordinated uploads to the Google Play Store for production releases including live production monitoring via Crashlytics
* Release process automation and ticket tracking via ServiceNow

As a member of the ACME team, I was allowed to allocate working time during the sprint to assist junior developers with various issues including high priority bugs general troubleshooting in addition to daily PR reviews and refactoring.

**Sr android developer @ Petsmart (via okaya llc) Phoenix, az (remote) | 2021 - 2022**

As a Sr Engineer at PetSmart, I took on multiple roles, functioning as a developer, an architect, and a platform consultant. By Serving as a resource to multiple teams, I contributed to the PetSmart enterprise android application across all stages of the development lifecycle.

On an average day at PetSmart, I endeavored toward the enhancement and maintenance of existing features by fixing bugs, participating in cross-team code review sessions, and refactoring the legacy codebase. Once I became more familiar with the app and its inner workings, I was called upon to lead/co-lead smaller teams formed with the objective of designing and integrating new features. While leading feature teams, my duties would often expand to include technical research, architectural design, prototyping, cross team consultation, and hosting demos.

* Designed, planned, and authored new PetsHotel customer booking component using Kotlin and Jetpack Compose
* Co-Lead on Mobile Cart Overhaul (E-Commerce)
* Lead research efforts to update accessibility to android TalkBack
* Designed and implemented modular, backward compatible UI components for an internal Jetpack Compose library
* Functioned as a mobile consultant helping to tailor and optimize response data for consumption by the mobile clients during the development of the client facing API’s for upcoming features.
* Functioned as a mobile design consultant assisting with the adaptation of iOS based designs for android devices while adhering to material design standards. This required us to draw parallels between the framework components and the expected behaviors for each platform allowing us to achieve feature parity without compromising UX on either platform

**Lead android developer @ Text2Drive Madison, WI | 2018 - 2020**

As the principal android developer at Text2Drive I was granted near full architectural licensing for android based solutions and with it, an unprecedented opportunity for growth as an architect. My core objective was to replicate the core functionality of the web app by planning and implementing new features designed to leverage the convenience of the mobile form factor. Aside from core development duties, I was also required to function as a product owner, a liaison to product manager, designer, and an indirect consulting resource QA, backend and iOS.

* Introduced Kotlin into the code base by rewriting/refactoring core legacy components and authoring new components using Kotlin exclusively.
* Implemented internal and external chat mechanisms facilitating communication between, employees, service technicians, and customers using Twillio. (Group Chat, Cell Chat, Employee Chat)
* Rewrote MPI (multi point inspection) feature in Kotlin which included capturing both photos and videos of vehicles using CameraX and attaching them to service orders via REST API
* Google ML integration for Barcode/VIN scanning
* Designed the architecture for the Android specific variants of internal mobile library components
* Helped to define and test API’s for new mobile centric features Collaborated with iOS and backend developers to design and implement ‘feature based segments’ of the multi platform REST API
* Implemented fingerprint based Biometric Authentication
* Took initiative to create custom debugging solution called ‘breadcrumbs’ which tracked ui/ux interactions, app flow, and app state to hyper contextualize bugs (helped with several obscure, high impact problems we ran into)

**Lead android engineer @ centene (via anaara media) Atlanta, ga | 2015**

The position I held at Centene was the first under which I proudly donned the title, “Lead android developer “; a very significant milestone in my personal career. During my first tenure as a lead developer, I was commissioned with the architectural design, development, maintenance and enhancement of the mobile variant of their franchise web Application ‘Envolve: People Care’.

As the Lead developer at Centene my core objective was to develop native features in android to parallel the existing web app, effectively replacing the webview implementation. This allowed us to take full advantage of the android framework and hardware to provide features that are not possible within a webview, in addition to providing visual continuity and enhancing the usability of the app by adhering to Google’s best practices.

* Native migration of existing web features Wellness bank, onTrack, and onTarget
* Implemented and refined API’s for new native features ‘Wellness Bank’, ‘OnTarget’, ‘and Tracker’
* Consulted with UX and iOS lead to create designs with aesthetic symmetry between android, iOS and web.
* Implemented White Labeling: (custom theming and configuration for brand specific variants of the app tailored to each individual client’s product requirements
* Supported Dynamic Links / Deep Links to open specific activities from external campaign links
* Created custom Views for specific internal requirements (Time Pickers and Layouts)
* Analytics via Google
* Testing via Espresso, UIAutomator, and Google Test Lab (for physical devices)

**Mobile developer @ first data (via diversant) Atlanta, ga | 2015**

During my time for working for First Data Corporation (via Diversant), I functioned as a dual hat mobile developer, contributing to both Android and iOS projects for our Franchise Money Network banking application.

* Implemented several key features including ‘Piggy Bank’, Internal Transfers and External transfers
* Transitioned between android and iOS projects as needed
* Implemented restful api’s services for communicating with a multi tiered backend
* Aided with project sizing and estimation for each sprint
* Provided development support for several other internal applications
* Helped evaluate and interview potential additions to the development team
* Worked closely with architect and product team to design and implement solutions that conform to both android / ios design paradigms

**Jr software engineer @ innovolt bethesda, md | 2013 - 2014**

At its core, Innovolt is a ‘hardware engineering’ company centered around the ability to detect and remediate electrical disturbances with patented electrical devices developed in-house. My core objective during my time at Innovolt was to develop mobile apps to interface with these custom peripheral devices and upload the data to be consumed by our customers via a white-labeled web app. Due to the nature of start ups, this was the first position in which I was required to extend myself into several roles; Foremost, as the sole mobile developer for both android and iOS, but also as 1/3 of the software team that supported the 'cloud' web app, and occasionally, a ‘lab hand’. Lastly, I was the lead developer on our PowerDoctor windows PC application.

* Developed franchise mobile app that reads data from our hardware devices via a front facing LED, parses the optical data into a wav file, then parses the wave file from binary to hexadecimal, and finally to human readable text to be displayed in the app. Finally, this data is uploaded to our cloud application via RESTful web service for further analysis
* Complete UI overhaul for both android and iOS apps
* Internationalized both mobile apps for product debut in South America (Brazil; Spanish and Portugese)
* Developed various internal tools/apps to aid enhanced debugging, testing, and analysis
* Helped design and implement API to support remote firmware updates to our 'connected' products. Also developed standalone firmware side loader to insert firmware images into the database during the development/testing phase

**Jr java developer @ home depot (via aim consulting) Atlanta, ga | 2013**

As my first official position after graduation, I accepted a role working as a contractor for Home Depot contributing to their web/java based Store application

* Gained insight into the intricacies of a Fortune 500 level enterprise application
* UI + Backend Defect analysis and resolution
* Learned savvy techniques for debugging immense codebases

**Android developer @ Georgia southern university Statesboro, ga | 2012 - 2013**

Worked with the Dean of the ‘College of Science and Mathematics’ as the sole developer to build a mobile application for Sustainability and recycling tailored to the University campus.

* Detailed and informative content on various aspects of Sustainability.
* Addresses and directions to Sustainable venues using Google maps
* Verify event/activity attendance with check-in functionality using Google maps
* Accumulate points for attending sustainable events
* Attractive and intuitive interface using style templates
* Support for various resolutions using fragments

**Volunteer developer & mentor @ bulloch academy (via Georgia southern university)**

**Statesboro, ga | 2013**

As a senior project for my IT Capstone course, my team and I assisted the Bulloch Academy High School team during their sophomore season in the National FRC (First Robotics Competition). The year in which I participated we constructed a robot from scratch that could load and fire Frisbees into elevated ‘goals’. It was a very fun and inspirational experience to work with technologically inclined youth and it was truly gratifying to make a positive impression on them.

* Designed a full featured website & Android application for the competition
* Mentored and inspired!

# Skills

* Android
  + Jetpack
  + Compose
  + CameraX
  + Architecture: MVVM, Modularization, DI Using Dagger / Hilt
  + Firebase Suite (DB, Analytics, Crashlytics, TestLab, Distribution, ML)
  + Google Play Publishing
  + Animations
  + Kotlin
  + Java
  + Coroutines
  + MVVM
  + REST API Design and Development
  + GraphQL, SQL, NoSQL
  + Dual Hat iOS: Objective C & Swift
  + Web
    - React, Express, Node, Javascript, AWS