Harsh Shandilya
ANDROID AND KOTLIN DEVELOPER

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Profile

I am a young and driven Android developer with DevOps and system administration experience alongside. I have successfully deployed and maintained multiple apps with large userbases (exceeding 300,000 daily active users) as well as contributed to a large number of open source projects and continue to do so.

I have a strong professional background in Kotlin and Android, and am quite proficient with Gradle and optimising builds for growing teams.

Experience

Product Engineer - Android
Obvious Ventures Private Limited
January 2021 - November 2022   Bengaluru, India

I was hired as an Android engineer for the company's consulting wing, and spent my time building design systems for some of India's fastest growing start-ups

Android Engineer   Navana Tech
March 2020 - December 2020   Bengaluru, India

At Navana Tech I was responsible for building the SDK and sample integration apps for our Chatbot product.

Android Engineer   Projekt Development LLC
July 2017 - July 2019   Philadelphia, USA

At Projekt I worked in tandem with other maintainers on substratum, coordinating the open source repository and releases for the duration of my employment. I also worked on Hyperion launcher from it's inception up until my resignation. I have also served the DevOps needs of the organisation as and when required.

Languages

English   Full working proficiency

Hindi   Native speaker, full working proficiency

Projects

Android Password Store
Lead maintainer
October 2018 - current

Since I joined as a co-maintainer in 2018, I've significantly improved both UI and UX of the application, rewritten most of its code in Kotlin, and refactored it to be more maintainable over time. During this work, I also took over as the full-time maintainer and release manager for the project.

WireGuard Android Maintainer
February 2020 - current

I upstreamed my fork of the WireGuard client and became a co-maintainer of the upstream repository, notably helping with rewriting the core Android UI code into Kotlin.

Claw
August 2022 - Present

Claw started life as a read-only client for the lobste.rs link aggregation community and served as an on-ramp for Jetpack Compose and Kotlin Multiplatform. Teething problems with Compose Multiplatform forced me to rebuild it as an Android-only app which it has remained since then and continues to be a testbed for new libraries, automation and architecture patterns.