

Neelansh Sahai

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Summary — A Software Developer with 5+ years of industrial experience in Android, including last 3+ years at Google. I've successfully designed, developed, and maintained high-performing applications that conform with the Google defined UX and architectural best practices - In the past I have built projects from scratch and managed a small team of developers, ensuring smooth cross team collaboration along with on-time delivery of milestones. I have also taken on the challenge of full-scale project refactoring, transforming legacy codebases into modern, maintainable, and scalable solutions. I have also worked on performance and optimizations - My passion lies in solving complex technical problems, improving application performance, and delivering apps that are highly optimized and scalable. I continually seek learning and implementing new and innovative technologies to stay ahead of the curve in the ever-evolving Android ecosystem.

Skills

Languages Kotlin, Java, Python, C++, JavaScript
IDEs Android Studio, VSCode, PyCharm
Android Jetpack Compose, RoomDB, DaggerHilt, MVVM, Clean Architecture, Firebase, Gradle

Testing JUnit, Mockito, Espresso
Other VCS (Git, Gerrit), ReactJS, Flask, MongoDB
Soft Skills Public Speaking, Communication, Team Management & Leadership

Experience

GOOGLE

Oct 2021 – Present

Senior Software Engineer (Android)

- Contribute towards the Android dessert releases. Features like Per-App Language Preferences in Android 13, Picture-In-Picture updates in Android 14, and Passkeys in Android 15 and 16.
- Worked on Wear Sample and refactored the project to implement Material3 libraries.
- Managed junior developers, and helped them complete their tasks by defining clear set of goals for them, task assignments and Code Reviews.

Project: Identity Samples, – [Github Link](#)

- Migrated the entire sample from Views to Compose following the latest MAD architecture guidelines
- Upgraded UX for the sample app based on the suggested Figma wireframes
- Refactored the codebase to make it more modular and testable by introducing MVVM architecture and implementing Dependency Injections in the sample app.
- Implemented restore credentials, and sign in passkeys, and most of the credential manager features.

Project: Socialite, – [Github Link](#)

- Contributed in building a chat app using state of the art modern android development technologies and best practices
- Used Jetpack Compose, Navigation Compose, MVVM, CameraX integration, Media3 integration, Dagger-Hilt, RoomDB, Coroutines, Flows, etc.

Project: Now in Android, – [Github Link](#)

- Android app for showcasing the official content released for Android
- The idea was to keep the developers of the world updated with the recent releases in the domain of Android.
- Improved code coverage by 10% by implementing test cases for the corner cases.
- Worked on Compose, Dagger-Hilt, Clean architecture (Single Activity), RoomDB, Unit Testing, StateFlows, ViewModels.

GRAB

May 2021 – Oct 2021

Software Engineer (Android)

Project: GrabPay

- Worked on Grab's finance module, which was responsible to manage all of the payments on GrabTaxi app.
- Worked on implementing new features, bug fixes and writing Unit Tests, and improved code coverage by 7/
- Implemented new screens for the app using the given Figma files
- Tech stack used, Kotlin, RxJava, Coroutines, LiveData, Views, ViewBinding, DataBinding, Mockito, JUnit, Dagger-2.

Shipsy

Aug 2019 – May 2021

Software Engineer (Android)

Project: Rider App

- Worked on an app for riders to track order details and consignment assignments.
- Migrated the app to AndroidX, then migrated the app from Java to Kotlin
- Worked on features like location tracking, Label Printing, Consignment Booking, Booking Management,
- Also worked on adding new features to the app, and bug fixes in the existing flows
- Collaborated with the Backend and QA teams for the developments, and managed team of 3 Android Developers to create 2 apps from scratch
- Tech stack used - Java, Kotlin, RxJava, Views, DataBinding, ViewBinding, Mockito, Espresso, EventBus, SQLite, CustomViews

Siemens

Jan 2019 – Jun 2019

Software Engineering Intern (Android)

Project: Vehicle Counter App

- Built an app from scratch which implemented a Deep Learning model to identify, track and count vehicles from the device's live camera feed.
- Implement Number plate recognition to detect individual contributions to Air Pollution for an Area
- Used YOLOv3 model with updated final layer for object detection using IoU method
- Used TensorflowLite, Java, Views, XML, IoU, Python and Deep Learning.

Education

Indian Institute of Information Technology (IIIT), Vadodara

July 2015 - July 2019

Bachelor of Technology (B.Tech) in Computer Science

Certifications

- State of the Art Android App Development in Kotlin, Udemy (2020)
- Dependency Injection in Android with Dagger and Hilt, Udemy (2024)
- (Jetpack, Architecture & More) Advanced Android Bootcamp, Udemy (2024)
- Android MVVM Architecture complete course, Udemy (2024)
- React - The Complete Guide 2025 (incl. Next.js, Redux)
- Deep Learning Nanodegree, Udacity 2018

Other Experiences

GeeksForGeeks

June 2024 – Aug 2024

Course Instructor for Advance Android Development Course

- Led a batch of 40 students varying from college students to experienced professionals
- Created a 3 month long learning path for students, starting from basics of Kotlin to Jetpack Compose and MVVM.
- Taught the concepts of Testing, Coroutines, Clean Architecture, MVVM, LiveData, Animations, Firebase, and Jetpack Compose

Udacity

Apr 2022 – Feb 2024

Student Mentor and Project Reviewer for Deep Learning Nanodegree

- Mentored 8 students during their course tenure of Deep Learning
- Helped the students carve a learning path and routine. Assisted them with their doubts and queries, and unblocked them wherever they were blocked
- Reviewed project submissions for ANN, CNN, RNN, GAN and RL for their correctness based on the Udacity specified rubrics.
- Majorly focussed on Python and Neural Networks

Personal Projects

Nutrak (Concept App)

June 2024 – Aug 2024

 [Github Link](#)

- In the given time frame of 5 days, built this concept app of Nutrition Tracking, using purely Jetpack Compose, and MVVM architecture.
- App's idea is to take an image of a food item, send it to backend to run an Image processing model, and then fetch nutrients data corresponding to the captured image.
- Used tech stack of Kotlin, Jetpack Compose, MVVM, StateFlows, Custom Views (Using Jetpack Compose Canvas, Modifiers and Draw), and Coroutines.
- Also implemented Light and Dark themes, Navigation Compose, and SysUI features like Edge2Edge and Splashscreens.