

# Neelansh Sahai

📞 +91-8318741607 — ✉ 96shubh@gmail.com — 🔗 [linkedin/neelanshsahai](https://www.linkedin.com/in/neelanshsahai) — 🐙 [github/neelanshsahai](https://github.com/neelanshsahai) — 🌐 [neelanshsahai.github.io](https://neelanshsahai.github.io)

**Summary** — A Software Developer with 6 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

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### 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

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### 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

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### 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.