**Nirmesh Gollamandala**

**SUMMARY**

* Over **8 years** of experience in**Java and Android Development.**
* Experienced Android Developer who designed and developed commercial consumer applications for Android mobile devices with extensive user interface design and development.
* Worked with **openCV** libraries and constructed custom Haar Cascades for object detection in python.
* Expertise in developing applications for android operating system using **Eclipse IDE, SQLite 3.6, Java1.6, XML, Android Studio 2.0 (Android Studio ) 2.2 and ADT plugin**.
* Well versed with best practices and all phases of software product lifecycle and management.
* Experience in **Android UI toolkit and Layout Managers.**
* Proficient in Android Application Framework and **Android Studio 2.0 (Android Studio)** tools.
* Proficient in User Interface Design and Development, Notifications, Adapters, Content Provider, Services**, JSON Parsing, XML Parsing** and **Telephony Manager APIs.**
* Experience in working with **SQLite Database, ORMLite Database**.
* Experience in **Google Maps API, GPS Location Data and GCM**Push Notifications.
* Experience in Consuming the **SOAP** and **RESTful** Webservices and Parsing the Web Response.
* Hands on experience in integrating **third party API’s** into Android app viz. **Gmail, Brain computer interface (Neurosky- Mind wave Mobile) and Motion capture (Leap motion).**
* Expertise in Integration of Social Networking **APIs like Facebook, Twitter** etc.
* Expertise in design based platforms like **Adobe Illustrator, Photoshop, Flash, Maya, Cinema 4D and After effects**.
* Hands on experience in Video game development platforms like **Unity 4** and **Unreal 4 engines**.
* Hands on experience in **Video game Design** which includes **prototype designs** and construction of **GDDS (Game Design Documentation).**
* Experience in Production aspects like **scheduling, capacity planning etc.**
* Experience in **ergonomics and QA** of applications.
* Expertise in unit testing using JUnit.
* Worked with **Bluetooth, WiFi APIs**.
* Experienced in using defect management and bug tracking tools like **Bugzilla**.
* Extensively used tools for logging the bugs, defects, tracking defects.
* Hands on experience with **HTML 5** and otherversions of HTML.
* Worked on projects based on platforms like **Linux.**
* Expertise in building of source code, troubleshooting build/configuration/integration issues, communicating and resolving source code related issues between various teams of the project.
* Involved in preparing Documentationto meet the SLAs.
* Experience using Quality Center and QTP as well as experience using open source performance monitoring tools.
* Experience with **animation and transitions** in Android development.
* Worked on the development of Neurocognitive test battery called ‘APTS’.
* Member of **Brain computer Interface Society.**

**TECHNICAL SKILLS**

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| **Programming Languages** | C, C++, C#, Java. |
| **Platforms** | Android Studio 2.0, Windows, Windows Mobile, Ubuntu. |
| **Database** | Oracle, SQLite, MySQL, DB4O. |
| **Design Tools** | Photoshop, Illustrator, Maya, cinema4d, Flash. |
| **Scripting** | Python, JavaScript, Perl. |
| **IDE** | Android Studio1.2.2, Eclipse, Visual Studio. |
| **Dev Methodologies** | Agile, Waterfall. |
| **Version Control systems** | GitHub, SVN. |

**Work Experience:**

**Honeywell, Austin, TX Apr 2015 –Sep 2016**

**Sr. Android Developer**

**Responsibilities:**

* Worked in a well collaborated environment of different teams in different phases of the project cycle like **design, development and testing.**
* Worked with the **IoTs** (Jasper T6 pro, WLD, Honey-Badger).
* Developed a**Python** script that automates the **Jira** tickets using the **Hockey-App crashes**.
* Made a creative documentation of the whole project using **Gliffy** to map out the classes to the UI and non-UI components for the android platform.
* Used designed patterns like **singleton, factory** etc.
* Used tools like **InVision** for prototyping**, Sketch** for re-designing some of the pre-existing UI.
* Improved the **Gradle** build speed by introducing few scripts and extensions which maximized the efficiency for all the developers.
* Fixed bugs related to **Geo-fencing, BLEs, Wi-fi** networks and encryption between the thermostat & android device.
* Used **Source tree (GUI), Stash** for VCS&**JIRA** for project management.
* Fixed bugs related to **UI, networking & memory management**.
* Created some **Junit tests**and also performed **manual testing** for the lyric app which includes Water leak detector, Jasper T6 and Honey-Badger.
* Used **postman**to test the APIs by performing GET &POST operations to check the response.
* Also used **ASSEMBLA** for managing another remote team.
* Created a work-around workflow for a remote team by creating a remote repo from the current local repo to integrate the **Localytics** effort using **Git** operations.
* Helped in integrating the **Localytics** into the app for user insights and marketing automation.
* Used**Butter knife, Otto, OKHttp, retrofit** to avoid boilerplate code.

Link for the app: <https://play.google.com/store/apps/details?id=com.honeywell.android.lyric>

**Environment:** Android Studio 2.2 (Android Studio ), Gradle, Android 6.0, JDK 1.6, J2EE, EJB, Servlet, XML,Oracle 11g, JDBC, **Ubuntu (Linux),**Struts, Tomcat, JSP

**Amgen, Thousand Oaks, CA May 2014 – Mar 2015**

**Android Developer**  
**Responsibilities:**

* Conceptualized, designed, developed and deployed an android mobile application called "Amgen Medical Info".
* Gathered requirements to make each activity.
* Designed class and use case diagram using **"UML"**
* Used **Java, Php, MySQL and Xml** for coding
* Designed the UI icons and Buttons using **illustrator and Photoshop.**
* Experienced in working with **eclipse, Android Studio 2.0 (Android Studio) and API's**   
  • Performed unit testing and conducted bug fixing using emulator   
  • Performed testing in android device.
* Consumed data from **content providers** and loading the same into the application.
* Used **data structures** in collection frame work to temporarily store the data.
* Worked with Worked with **data persistence techniques using shared preference, SQLite database.**
* Used design patterns like **factory, singleton, iterator, adapter** etc.
* Performed data syncing from local database to remote database.
* Designed preference screen to capture the user’s preferences like font style, font color etc.
* Consumed **RESTful web services** and parsed the JSON data to render the data of remote database.
* Used various optimizing techniques to ensure smooth UI and to improve the efficiency of the app.
* Handled Application life cycle and various stages of **Activity life cycle** to persist the data and ensure the consistent UI and best performance in terms of Time complexity and Space complexity.
* Worked with **Bitmap image processing** and handled Bitmap related issues like OutOfMemoryException.

Link for the app:<https://play.google.com/store/apps/details?id=com.amgenmedinfo>

**Environment: Java, Android Studio 2.0 (Android Studio), Gradle,Android 5.0, Ubuntu (Linux),** Eclipse, XML, Php, JSON and MySQL

**ConocoPhillips, Bartlesville, OK** **July 2013 - May 2014**

**Android Developer**

**Responsibilities:**

* Designing and developing user interfaces using **Android XML**
* Developed business logic of the application.
* Used LED camera flashlight to emit bright light.
* Developed one screen widget and one kind of bulb.
* **Handled persistence** storage with SD card.
* Added ability to move App to SD card (Froyo and above only).
* Restored Background Camera functionality and incorporated of camera API.
* Tested Functionality of the application.
* Used design patterns like **factory, singleton, iterator, adapter** etc.
* Developed the UI components like **layouts, custom views** etc.
* Participated in testing of the application in various devices, screen sizes and resolutions.
* Deigned few wireframes of the application.
* Documented the whole design of the application.
* Integrated **Facebook** and **Twitter** libraries to share documents among friends.

**Environment: Android Studio 2.0 (Android Studio), Android 4.4, 5.0 JDK 1.6**, **Ubuntu (Linux),** J2EE, XML,Oracle 11g, JDBC, Struts, Tomcat, JSP.

**Zillow, Seattle, WA Nov 2012 – July 2013**

**Android Developer**  
**Responsibilities:**

* Involved in the full life cycle of this project including planning, design, development, testing and deployment.
* Implemented Geo location tracking using Google Maps API.
* Implemented unique UI design for portrait and landscape mode.
* Worked on local data storage using SQLite.
* Write an Android service to download and upload content from back end web server via REST API.
* Used Open Source Libraries for HTTP communication, User Feedback/Error Reporting, and UI enhancements such as android common Pull-to-Refresh convention.
* Created layout for the dashboard module in the application and used the tabhost feature to navigate from one tab to another.
* Implemented all photo and video related operations like capturing, storing and retrieving images and video files.
* Integrated twitter functionality into the application using Twitter API.
* Implemented dynamic UI screens for various android devices with different screen resolutions.
* Tested the application on different android target devices and also debugged the issues usingandroid provided tools like monkey runner, trace view and view hierarchy from DDMS for optimization purposes.
* Used Android JUnit extension to prepare test cases.
* Used design patterns like **factory, singleton, iterator, adapter** etc.

Link for the app: <https://play.google.com/store/apps/details?id=com.zillow.android.rentals>

**Environment:** **Java, Android 4.0, 4.1 versions, Android Studio 2.0 (Android Studio ), Eclipse 3.6**, ADT 12.0.0, SVN, **Gradle,**Shared Preferences, Fragments, REST API (XML), SQLite, HTML5, **Twitter API**, JUnit, JavaScript, JQuery, CSS, XML.

**Regis IT Software Solutions, Hyderabad, India Nov 2010 – Oct 2012**  
**Android Developer**

**Responsibilities:**

* Involved in designing the architecture of the application.
* Worked with android components such as activities, intents, services, and custom UI components such as Text View, List View, customized List View, layouts, Tab Layouts, Web view, gestures events and menus.
* Implemented the web view component to run the locally downloaded course Material (**Js, JQuery & HTML5 pages**)
* Responsible for Database and web services designing.
* Implemented the parser for Epub files.
* Implemented full page display, handled page navigation using graphic components and other functionalities.
* Implemented all text and image related operations.
* Implemented **JSON webservice** calls for server interaction.
* Conducted unit testing for all modules of the application.
* Also assisted in the **Ergonomics and QA** of the application.
* Test and error logging on different versions and devices of Android. Debugging them in the very first phase of development. Making app crash proof. And implemented an error reporting system for future development support.

**Environment:** Windows XP, **ADT 0.9.8, Java, Android Studio 2.0 (Android Studio ), Android 2.3, 3.0, 4.0, Eclipse 3.6**, XML, SQLite, JQuery, **JSON webservices, XML, Shared Preferences, HTML5, Scrum**.

**Maars Software International Ltd, Hyderabad , India Sept 2008 – Oct 2010**

**Mobile Application Developer**

**Responsibilities:**

* In depth Understanding of OpenGL Graphics pipeline.
* Basic concepts of Shading Language, OpenGL Bench Marking tools like Base Mark, Vellamo etc. and using OpenGL debugging tools like gDebugger to measure performance metrics of OpenGL games.
* Download & Evaluate performance of open-source games like Assault Cube, Open Arena etc.
* Identify issue by analyzing the trends of unexpected behavior from device logs using AndroidLogcat.
* Hands on experience in developing some OpenGL programs using tools like DEV C++, Visual studio.
* Monitored CPU usage, number of OpenGL calls, and frames/sec of games using gDebugger to measure games performance. This tool helps in identifying the performance bottlenecks.
* Documented the whole **GDD (Game design documentation).**
* Also handled few Production aspects of the game like scheduling, construction of capacity plans etc.
* Also helped in the (Quality Assurance) QA of the gaming app.

**Environment:** Windows XP, Dev. C++, Visual studio, Java, **Android Studio 2.0 (Android Studio), Eclipse 3.6**, gDebugger, scrum.

**Education:** Bachelor of Technology inComputer Science – JNTUH, India