**Teja Mani**

**Android Developer**

**Email: devt259@gmail.com (C): (972) 643-8279**

**PROFESSIONAL SUMMARY**

Around **6+years’** experience in **Android application development**, testing and deployment in industry specific applications.

* Good programming skills and hands on experience in developing Android **Enterprise** applications for mobiles and tablets using IDE's like Eclipse, **Android Studio** in **JAVA** environment.
* Experienced in requirement gathering, architectural design, and functional design and turning requirement to product.
* Worked in Activities, Fragments, Android Binding, Android Framework, **AsyncTask**, Intent, Services, Broadcast Receiver, Content Provider, **RESTful Services**, **Location Manager**.
* Proficient in using **Fragments, Activity workflow, Action Bar Navigation, Menu designs, Custom Views**.
* Experience in working with **Google Mobile Vision API**, **Google Maps API**, **GPS Location Data**, Google Cloud Messaging, **Push Notifications.**
* Adept at **deployment** of mobile applications on **Google Play Store.**
* Experienced with **Hybrid App** development with **Phone Gap**.
* Experienced in working with RFID(NFC,UHF) technologies, Worked on scanning NFC, UHF passive inlays. Experienced in fetching **NDEF** data from NFC tags.
* Designed GUI and interfaces with services for mobile applications**, Asynchronous** Programming in Android (such as **Thread pool**, Tasks and Services).
* Skilled in using XML and **JSON** parsers, and RESTful APIs to **HttpGet and HttpPost** data from/to feeds.
* Experience in integrating mobile apps with **AWS**.
* Experience in use of popular public **APIs** such as Google, **Facebook,** YouTube, etc.
* Experience in using services like **Bluetooth** and **Wi-Fi**.s
* Firm understanding and experience of interfacing to web services **using XML/JSON, GSON, REST, OAuth** 2.0 and parsing their contents.
* Experience in implementing native libraries in application by using **Android NDK**.
* Good understanding and experience with **C/C++** and **JNI.**
* Experience with query languages including **SQL Server, MySQL,** and **SQLite3**.
* Experienced with Android **SDK** tools: **Debugger (DDMS), Android Device Manager (AVD).**
* Good mobile and **Web Design** skills using **HTML 5**, **JavaScript**, **AJAX** and **CSS**.
* Good experience in **Object Oriented Design** (OOD), analysis (OOA), modeling (OOM) based on Unified Modeling Language (UML).
* Good knowledge in **designing** and developing adaptive UI components, different Custom Views and Widgets for Android phones with different **screen resolutions**.
* Experienced integrating Mobile applications with **Web based** applications via **web Services.**
* Experienced in using **data persistence** both on-device and in the **Cloud**.
* Excellent Knowledge of **Objective-C** and **Swift** for **iOS Application development.**
* Well versed with the complete Software Development Life Cycle (SDLC) process and software design methodologies like **Agile, Scrum** and **Waterfall**.
* Experience using version control software such as **Tortoise SVN, GitHub** for effective code maintenance, tracking and logging and **Jira** for bug & build tracking.
* Working knowledge of **Graphic design** and handling various kinds of media using **Photoshop,Sketch, Illustrator, and Dreamweaver**.
* Excellent communication and interpersonal skills and involved in client interactions for scoping, effort estimates and status reporting.
* Creative problem solving, strong communication, organizing and planning skills along with the ability to work independently as well as in a team environment.

**TECHNICAL SKILLS**

|  |  |
| --- | --- |
| **Languages** | JAVA, C,C++, Objective-C, Swift, JavaScript |
| **Markup Language** | HTML/HTML5, CSS, XML |
| **Development Tools** | Android Studio, Eclipse, Xcode. |
| **Databases** | SQLite, MySQL, Oracle, Coredata. |
| **Frameworks** | jQuery, ButterKnife, Crashlytics, Picasso |
| **Web Servers** | Tomcat 6.0 & Apache HTTP Server, WAMP |
| **Other Tools/Software** | Postman, Layout Inspector, ADB, Photoshop, Firebug, Charles proxy, Sketch. |

**PROFESSIONAL EXPERIENCE**

**SmarTrac** Mar 2017 **– Current**

**Columbia,MD**

**Android Application Developer**

**Description:**

“**Sensor for Roof's**” App is a mobile enablement platform to register (\*ENABLE\*) and verify (\*UTILIZE\*) the moisture level from installed SMARTRAC UHF SENSOR DOGBONE tags. These UHF tags are specially designed to measure moisture conditions and temperature in industrial environments, e.g. in construction, energy, healthcare, automotive production and the military.

**Responsibilities**

* Took part in Architecting and building the application from scratch.
* Work closely with a Product owners to execute the initial design.
* Innovate and brainstorm new features.
* Worked on fetching moisture and temperature from passive UHF inlays via Bluetooth connected UHF RFID reader. Mostly used in labs and Industrial constructions.
* Integrated UHF RFID reader with the application.
* Consumed NUR API to communicate with RFID reader (External Hardware) to fetch the data from RFID tags via Bluetooth, then pushed the data onto the cloud.
* Good knowledge and experience about Bluetooth (Version 4.0, both BR/EDR and BLE).
* Worked on Bluetooth services, for scanning, connecting and transferring data through Bluetooth connected devices.
* Worked on fetching data from 1D and 2D barcodes and QR codes.
* Implemented Google’s Mobile Vision API to fetch data from almost 13 kinds of barcodes.
* Implemented android location services API to recognize the location where the tags are scanned and enabled.
* Registered the Broadcast Receivers for the android system announcements.
* Implemented Volley as network library for networking.
* Integrated application with AWS and consumed JSON data via REST calls.
* Extensively worked on Activities, Fragments, Custom Views handlers, AsyncTask, Broadcast Listeners and receivers, services and web views.
* Worked with Application Activity Lifecycle callbacks for providing the security and showing the login screen when the app goes to background.
* Worked with WifiManager to change the network state and connectivity with the application.
* Worked with different layouts like Constraint layout, Linear, Relative layouts depending on specific user experience.
* Inserted suitable code to capture the various button and text field events and implemented the desired action for each of the widgets.
* Managed tasks within Agile framework, cleared Sprinted tasks, and controlled JIRA workflows.
* Develop software supporting next generation digital technologies; create and prototype solutions and proof of concepts to demonstration innovations viability.
* Extensively used postman tool for API debugging.
* Involved in code reviewing and coordinated with teams offshore to achieve organizations goals.
* Used github as Version controller and Jenkins for continuous integration.

**Environment**: Android Studio, AWS, JAVA, Web Services (REST, JSON),Fragments, Git/GitHub, Genymotion, Sourcetree, Postman,Gimp.

**HomeAway Nov 2015 – Feb 2017**

**Austin, TX**

**Android Application Developer**

**Description:**

HomeAway rental vacations helps to find and book the perfect vacation rental in just a few taps! With the HomeAway mobile app you can quickly and easily access all the tools you need to plan, book, and manage your whole vacation.

**Responsibilities**

* Responsible for design of user interface using various custom layouts, buttons, dialog boxes, alert boxes and different form of widgets.
* Wrote unit tests for mobile code and debugged critical application issues such as crashes, memory leaks, and concurrency problems.
* Responsible for design of user interface using various custom layouts, buttons, dialog boxes, alert boxes and different form of widgets.
* Used Recycler View to have an optimized list view.
* Modified internal libraries and frameworks, both proprietary and third party open-source.
* Developed and implemented custom Layouts, Views, AsyncTasks, Adapters, Lists, Fragments Activities, Interfaces, Listeners, Services and more.
* Designing Different Background services for the application with the help of handlers and registry.
* Implemented custom animations for card flips, flying text, activity transitions.
* Extensively used Rest web services to display the data on the user interface.
* Have been part in improvising and testing on the application.
* Involved in requirement gathering, UI design and development.
* Involved in writing unit test cases.
* Executed build scripts to produce test and production builds.Implemented Google Maps Android API V2 by using the GPS coordinates to display nearest rental locations.
* Implemented all the payment options via payment gateway.
* Implemented push notification for the successful transactions receipts.
* Participated in scrum meetings, Iteration Planning Meeting, daily stand-ups, demo meetings and retrospective/grooming meetings.
* Solved critical lint errors periodically.
* Tested the app on different Handsets and Tablets on Genymotion.
* Automated tests executed on Saucelabs.

**Environment**: Android Studio, XML, JAVA, Web Services (REST, JSON),Fragments,Test Driven Development,XML, Git/GitHub, Genymotion, Sourcetree, Saucelabs.

**Molex May 2014 – Nov 2015**

**Chicago,IL**

**Android Developer**

**Description**:

Mobile App for Anytime, Anywhere Access to Molex Connector Solutions. Quickly identify Molex connector product families that meet your design needs. The Molex Connector Technology Overview App gives mobile device users ready-access to information on over 90 different Molex connector product families. The Molex App allows users to visually compare product families, access product information, and view literature and videos without being online.

**Responsibilities**:

• Responsible for analyzing the requirements of application, entire Mobile Agent Application android development, testing, stage, deployment, production maintenance and worked as lead android developer.

• Designed the User Application Interface with navigation bar, view pager.

* Making the Restful Service Calls using Google’s Volley Library at the various stages in the app development cycle and parsing the responses back from the web servers according to the application requirement.
* Designed & Developed the xml layout with Android Map Fragment to View bar locations on the map, hybrid mobile application with Apache Cordova that can run natively on android devices with the option expand to different mobile operating systems like iOS, Kindle Fire, Blackberry, etc

• Responsible for adding the Reader API, this allows reading the payment card data.

• Designed custom dialogs, custom notifications for displaying the generated payment code.

• Responsible for storing the Payment code within the app using the Shared Preferences in SQLite database.

• Registered the Broadcast Receivers for the android system announcements.

• Designed the Custom Action bar, Custom Progress bar while making service calls.

• Implemented capturing the screenshot of the payment screen, Bitmap to pdf conversion features using Android NDK.

• Implemented the mail feature of sending mail with billing information as an attachment.

• Implementing High-level design (HLD) explains the architecture that would be used for developing a software product and low-level design (LLD) further exposes the logical detailed design of each of these elements for programmers.

• Worked with Application Activity Lifecycle callbacks for providing the security and showing the login screen when the app goes to background.

• Responsible for adding the update module for checking the latest version of app using Bluetooth and Wi-Fi.

• Extensively worked on designing the layouts to be compatible with multiple screen sizes.

• Worked on testing the application using J-UNIT testing framework.

• Responsible for testing the application in stage, code review fixing the bugs and providing post-production support.

**Environment**: Java, JDK 1.7, Android Studio, Google Maps API V2, Google Volley, NDK, JUNIT, XML, JSON, Bluetooth and Wi-Fi.

**CVS Pharmacy** **Jan 2012 – May 2014**

**Boston, MA**

**Android Developer**

**Description**:

The requirement for this project was to digitize the in store ExtraCare® Coupon Center experience,

Allowing customers to receive coupon offers in the Mobile app, and redeem them by presenting their rewards card via Smartphone with Get app-only deals when you link your ExtraCare® card. Also staying healthy, saving time and spending less is the main purpose of the CVS Pharmacy® app which makes them all easier.

**Responsibilities**:

• Involved in all phases of the project including discovery, design, development, and testing.

• Analyzed Requirements to forecast hours and level of effort.

• Coordinated with Business, Web Services, QA, Security, Legal and other teams.

• Migrated codebase to a new SVN repository.

• Regularly integrated and updated third-party libraries and SDK's (proprietary and open-source) such as Facebook, Twitter and internal framework libraries.

• Modified internal libraries and frameworks, both proprietary and third party open-source.

• Implemented custom animations for card flips, flying text, activity transitions.

• Implemented image processing to scan barcodes - 1D, 2D, QR.

• Implemented barcode bitmap generation.

• Implemented sorting algorithm as defined by requirements.

• Executed build scripts to produce test and production builds.

• Wrote wrapper/helper classes to assist in maintaining user/app data using Shared Preferences and SQLite database.

• Utilized Ant build scripts for setting app configurations.

• Updated UI per design documents and UAT, making changes to header bars, fonts, colors, margins, as well as extracting and importing image assets from Designers' PSD files.

• Consumed web services utilizing JSON, REST, GSON, XML, oAuth.

• The application was tested for compatibility with different Android versions and successfully deployed.

• Used debugging tools like Charles, DDMS, and Logcat to troubleshoot my own code as well as code written by others.

• Used JUnit for writing unit test cases.

• Hosted code walkthroughs and workshops for knowledge transfer sessions.

• Became an SME on the ExtraCare rewards/coupon program.

**Environment**: Android 2.3, 4.3 and 4.4, Eclipse, Android Studio, XML, Mac OSX, SCRUM

**Aultcare, Canton, OH Sep 2011 – Jan 2012**

**Android Application Developer**

**Description:**

Aultcare is a highly service oriented insurance company where customized plans for employers and individuals are created. It offers responsive service and empowers people to make decisions about their health. We are a team of people who believe in being an example in the community. Ault Care Mobile v2.0 is the enhanced version of our smart phone application and it will serve as a base app in coming months to provide you with your account details.

**Responsibilities:**

* Implemented sorting options for search items based on categories (Relevance, Price, and Rating).
* Worked on different modules related to login, task creation, fetching contacts most of them communicating to the Restful webservice (Json format) and displaying the data.
* Worked on GCM to push notifications when a task is created.
* Worked on creating the low level designs.
* Worked on the web service layer for consuming the services.
* Worked on offline support using the SQLite database and synching the same back to the server when the network is available.
* Mainly used android components Activity, Broadcast Receiver, Service, UI components.
* Construction of client side API interface.
* Created a local database using SQLite to store and retrieve the data (generally for the recently browsed products).
* Redesigned the cart checkout process with enhancements such as the accordion-style interface that acts as guide to complete user purchase.
* Used subversion for branching and merging new features without disrupting mainline development on trunk.
* Created a pop-up notification for alerting users of items that might still be in their cart (up on closing the app).
* At order completion, provided capability for guest users to create their online profile using info provided during the guest checkout flow.
* Involved in debugging and porting the application on various mobiles.
* Implemented Fragments in Activities.

**Environment:**Android SDK, Android Framework APIs, UI Animations, Eclipse, DDMS, Dreamweaver), Genymotion emulator, Virtual Machine.