# Puneet Kala

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## WORK EXPERIENCE

ANDROID ENGINEER, ALGORYTHMA (Oct 2017- Present)

# 1 Million Downloads on Play Store

Swoo App-

https://play.google.com/store/apps/details?id=com.kryptolabs.android.speakerswire&hl=en

The app provides support for multiple people across different regions to go live at a time. Achievements-

- Implemented go live, waiting room, shows, notes, leaderboard
- Implemented hashtags, mentions, social sign in
- Revamped the video list design
- Reduced out of memory errors by 80%

SENIOR ANDROID DEVELOPER, DOCSAPP (Mar 2016- Oct 2017)

2 Million Downloads on Play Store, Funded by Early Investors of Facebook, awarded Best Medical App of the Year by Facebook and Amazon

Doctor's Android App-

https://play.google.com/store/apps/details?id=com.docsapp.doctors

A messaging application for the doctors to give consultation to the patients. Achievements-

- Implemented changes in auto suggestion which lead to 16x increase in its usage
- Decreased memory usage to 30% making the app fast, lightweight, crash free, and reduced battery consumption
- Introduced architectural changes which lead to reduce the message loading time to 2 minutes from 10 minutes
- Increased the load threshold from 1000 messages to 12000 messages
- Increased the message sending success rate from 95% to 99.99%

## Patient's Android App-

https://play.google.com/store/apps/details?id=com.docsapp.patients

A messaging application for the patients to take consultation from doctors, buy medicines, and book a lab test.

Achievements-

• Implemented the Paytm Gateway API for the app, the success rate for Paytm transactions increased by 65%

CONSULTANT, KINGS LEARNING (Jan 2016- Feb 2016)

Float Game in Enguru App-

https://play.google.com/store/apps/details?id=com.kings.retailapp

A game like doodle jump but in the game the doodle should jump on the correct words. Achievements-

- Ranked #1 in number of ideas suggested
- Increased the responsiveness of the float game

SOFTWARE ENGINEERING, ANALYST (May 2013- Oct 2015)

Shipment Dashboard- The shipment dashboard was for the client's operations team to manage and to track the shipments which are being done by them or the third party.

Batch Application- The batch application is used to purge data from the server, change multiple status flags in the database.

Warehouse Management System- The project was to support systems of 9 warehouses. The warehouses had the systems mainly for managing deliveries, for managing supplier orders, for managing customer orders, and for managing stock transfers.

- 26 reusable assets created
- 6 client facing ideas given
- 98% deliverables delivered on time

# **SKILLS**

# PRIMARY SKILLS

Achievements-

Android- Agora SDK, Paytm SDK + API, Material Design, Firebase, Fabric, Logan Square, Gson, Retrofit, OkHttp, Social Media SDKs

## SECONDARY SKILLS

Java, HTML, Git, Node.is, Release Lifecycle Management, Product Management

# DOMAIN SKILLS Medical, Retail, Education

# **EDUCATION**

Bachelor of Engineering, DAVV (Indore), 2013

#### **LINKS**

Github- <a href="https://github.com/puneetkkala">https://github.com/puneetkkala</a>

StackOverflow- https://stackoverflow.com/users/5458999/puneet-kala