

# Pankaj Zanzane

Android Developer

## CONTACT

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## OVERALL EXPERIENCE

I have 8 years of growing experience in development and implementation of Android Applications. I believe in clean coding and slick design. Building astonishing apps is my passion, hearing compliments is my pleasure. Users demand cool products to use instead of sloppy ones, so I work with that purpose. Developed 30+ mobile applications for Android.

## KEY SPECIALITIES

- Experienced in developing and architecting native Android applications using architectural design patterns like MVP, MVVM and setting standards for clean code In the initial phase of projects.
- Aware of Design Pattern practices such as Decorator Pattern, Builder Pattern, Factory pattern, Facade Pattern, Singleton Pattern, Observable Pattern.
- Hands on Java, intermediate in Kotlin and beginner in Swift 5 for Mobile apps development.
- Experience in developing applications with multiple screen size support and multi language support.
- Have experience working with both Agile and non-agile team environments and used tools like JIRA, Trello.
- Lead mobile development projects. Closely work with clients, handling daily meetings and Calls with clients.
- Brought practice of using Android Profiler in Team to inspect Memory and Network usage Spikes.
- Supporting Backward compatibility to insure maximum devices support for the application.
- Have implemented In-App-Purchase for On Demand Content Application.

## EDUCATION

DEGREE	YEAR OF PASSING	BOARD/ UNIVERSITY	PERCENTAGE
Bachelor of Science	2010	Mumbai University	65%
H.S.C.	2006	Maharashtra Board	56%
S.S.C.	2004	Maharashtra Board	74%

## SKILLS

LANGUAGE / CONCEPT	Android, Core Java, Kotlin, SQL.
TOOLS/ FRAMEWORKS	<b>Tools:</b> Android Studio, Eclipse, XCode, GitHub, Git, JIRA, PostMan, Charles Proxy for Mobile  <b>Frameworks:</b> Firebase Analytics, Firebase Push notification, Android Profiler.
PROCESS	Agile, Waterfall model.

## PROFESSIONAL EXPERIENCE

**Project Name:** Wellness Coach: Meditation.live

**July 2019 – Dec 2019**

**Project Description:** Meditation-Live has mission to inspire 5 billion people to stay healthy mentally through Meditation. Meditation-Live provides live meditation classes through streaming and variety of On-Demand Audio and Video Content.

**ROLE:** Senior Android Developer. ( **Team Size:** 7)

### Responsibilities:

- Part of a senior mobile team and responsible for delivery of Android App.
- Analyze the application requirement and prepare Requirement Understanding Document, Use Cases/Acceptance Criteria Document for Team.
- Developed application UI using with material design.
- Involved in refactoring code with new class design and architectural pattern, product flavours implementation.
- Meditation Live is On-Demand Audio,Video classes and course consumption.
- Implemented freemium model for Courses, where user can consume free classes in Course but have to do yearly subscription to go through all classes.
- Implemented ZoomSDK to sync Live classes with App broadcasted using Zoom.
- Implemented Firebase analytics, Branch analytics, custom user journey analytics.

**Tools:** Android Studio, Trello, ZoomSDK, BranchSDK.

**Google Play:** <https://play.google.com/store/apps/details?id=com.meditation.live>

**Project Name:** BeanLogin Android & iOS

**Apr 2018 – Jun 2019**

**Project Description:** BeanLogin is an Access Management application that makes your digital life easier! BeanLogin is a highly secure and user-friendly digital vault that helps you store, manage and optimize links, passwords, and notes for both business and leisure.

**ROLE:** Lead Mobile Developer. ( Team Size: 5)

**Responsibilities:**

- Leading mobile team and responsible for delivery of Android and iOS mobile application.
- Client interaction, Requirement gathering, Requirement understanding documentation for team.
- Senior Android Developer for Beanlogin.
- Architecting features, Cross department communication.
- Accountable for maintaining code quality, deliverable deadlines, Release deadlines.
- Gamification of data using score metrics based on the strength of passwords stored for webapps, to trigger users to opt for strong passwords.

**Tools:** Android Studio, Room Database. Retrofit, third party libraries.

**Google Play:** <https://play.google.com/store/apps/details?id=com.anisolutions.BeanLogin>

**Project Name:** GreenForce Android

**Dec 2018 – Apr 2018**

**Project Description:** This application helps retail/wholesale shop owners to deliver their product to the end user. App provides feature to track drivers runtime, schedule order for specific driver, track inventory and order status assigned to the driver. This is complementary app for POS for Cannabis store.

**ROLE:** Android Developer. ( Team Size: 3 )

**Responsibilities:**

- Architected application in initial phase of Application.
- Maintained code quality for mentoring developers regarding S.O.L.I.D. principles.
- Integrated Application with backed of POS desktop application, which syncs live orders with drivers.
- Implemented Upselling of product by syncing discounts and extra/non-delivered inventory with driver runtime.

**Tools:** Android Studio, Room database, Retrofit.

**Project Name:** Blaze Retail & Blaze Distribution App iOS

**Mar 2018 – Aug 2018**

**Project Description:** This is the POS Application for Cannabis Dispensaries, this enables Cannabis dispensaries with multiple shops to maintain inventory, customer data, order information across all stores, synced together. It also have

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complementary app for distributors to manage Purchase Orders with multiple Shipping Manifests, Inventories across multiple Storages.

**ROLE:** Android Developer. ( **Team Size: 3** )

**Responsibilities:**

- Responsible for maintenance, bug fixes, feature changes.
- Maintained compatibility for codebase with Xcode releases by porting application gradually from Swift3.2 to Swift 5.
- Interaction with client as Project coordinator, helped team understand Feature requests, architecture and Class design.
- Identified the need and helped team to implement offline capability to order system module using Realm database.
- Helped client to procure METRC certification for software.

**Tools:** Xcode, Swift, Alamofire, RealmDatabase, Snapkit for UI.

**Project Name:** SalesFlow Android & iOS

**Oct 2019 – Dec 2019**

**Project Description:** This is application majorly curated for Real Estate Agents/Sellers in Indian Market. Help them to automate data gathering for Hot leads through Facebook campaign interaction, syncing this data with Excels and Slack channels, Automating followup through whatsapp and reminders for calls to prospective customer through minimum user interaction by App.

**ROLE:** Android Developer. ( **Team Size: 3** )

**Responsibilities:**

- Responsible for architecting application components in initial phase of Application.
- Project coordinator for android and iOS development.
- Interaction with client as Project coordinator, helped team understand Feature requests, architecture and Class design.

**Tools:** Android Studio, XCode, Kotlin, Swift, RoomDatabase, CoreData, Alamofire, Retrofit.

**Project Name:** Flo Android

**Nov 2014 – Dec 2015**

**Project Description:** Flo gives you instant feedback on how your drive, while you drive. Straight from your Android phone. No extra hardware needed. User can check all his drive records with points and events happened in drive along with gamification of his driving data, which triggers drivers to drive safely.

**ROLE:** Android Developer. ( **Team Size: 4** )

**Responsibilities:**

- Responsible for maintenance, bug fixing, feature change request.
  - Worked on the Product which tracks driving pattern and informs user if drive is Safe using GPS.
  - PSD to UI implementation.
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**Tools:** Android Studio, Sqlite, REST API.

**Google Play:** <https://play.google.com/store/apps/details?id=com.decos.flo>

**Project Name:** DOBE Android

**Feb 2015 – Jul 2015**

**Project Description:** DOBE was platform for Laundry services which enables shop owners to register to the platform, manage orders through platform, request for payment and keep track of data.

**ROLE:** Android Developer. ( **Team Size: 2** )

**Responsibilities:**

- Responsible for developing application from Scratch.
- Implemented EzeTap payment SDK.
- PSD to UI implementation.

**Tools:** Android Studio, Sqlite, REST API.

**Project Name:** Stardom

**Dec 2013 – Apr 2014**

**Project Description:** App related to multimedia and entertainment domain, It was central access for Social Media accounts.

**ROLE:** Android Developer. ( **Team Size: 3** )

**Responsibilities:**

- Worked on connecting social media like Facebook, Twitter, Youtube with application.
- Implemented data Pulling and offline capability in application.
- PSD to UI implementation.

**Tools:** Android Studio, Sqlite, REST API.

**Project Name:** Rhythm

**May 2014 – Aug 2014**

**Project Description:** This was the Quiz Application which allowed user to Play real-time or asynchronous quizzes with opponent. Making peer to peer connection through App server using SMTP Asmack library.

**ROLE:** Android Developer. ( **Team Size: 3** )

**Responsibilities:**

- Responsible for developing application from scratch.
- Responsible to create module to connect to NodeJS sockets to sync data Real time.
- PSD to UI implementation.

**Tools:** Android Studio, Sqlite, REST API.

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## ORGANIZATIONS

COMPANY NAME	START- END DATE
Quest-Global	Jan 2020 - Till Date
Thinkitive Technology PVT LTD (Formerly Fidel IT Services), Pune, India	Nov 2017 - Dec 2019
Decos India Pvt Ltd, Navi Mumbai, India	Nov 2014 – Dec 2016
Robosoft Technology, Udupi, India	Oct 2013 – Oct 2014
Neosoft Technology, Mumbai, India	May 2011 – Sept 2013

