



Raheel Mushtaq

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ABOUT ME

Experienced Android Developer with a proven track record of creating successful applications over 8 years and 1 year in React Native. Skilled in design, testing, debugging, and crafting optimized solutions. Quickly adapting to new technologies, dedicated to continuous improvement, and experienced in the full software development life cycle.

WORK EXPERIENCE

02/10/2022 – 25/10/2023 Islamabad, Pakistan

SR. ANDROID DEVELOPER CITRUSBITS

- Responsible for contributing to all phases of the development lifecycle, writing well-designed, testable, and ensuring designs are following requirements.
- Work with developers, and quality assurance to resolve technical issues
- Responsible for reviewing the code in all phases of the development lifecycle. Responsible for learning React native and implementing it in the existing projects.

01/07/2021 – 01/07/2022 Islamabad, Pakistan

SENIOR ANDROID DEVELOPER (REMOTE - CANADA) CREATRIXE

While working as a Senior Android Developer, responsibilities included

- Contributing to all the phases of the development lifecycle, and ensuring designs are following requirements.
- Work with project managers, developers, and quality assurance to resolve technical issues.
- Lead Android Team
- Lead a Project which consists of 5 people.
- Have meetings with the clients
- Lead the Scrum Sprints and Retrospectives

While working as a Solution Architect

- Responsible for creating a solution regarding 2 products that were in development.
- Responsible for documenting all the required steps and processes that needed to be followed to merge 2 products and shared them with the Project Managers and with the Concerned people

02/05/2019 – 23/04/2021 Islamabad, Pakistan

SENIOR ANDROID DEVELOPER IRISVISION

Irisvision is NIH-approved Low Vision Glasses, leveraging the most advanced VR technology.

- Responsible for contributing to all phases of the development lifecycle, writing well-designed, testable, and ensuring designs are following requirements.
- Responsible for adding new features to the Irisvision App and working on existing features.
- Work with Team Lead, and quality assurance to resolve technical issues
- Work with **Researchers** to create new Solutions for Medical Tests
- Convert MATLAB code to Java / Kotlin code so it can be used in Irisvision
- Perform testing of the work done with the researchers
- Implement New Features like
 - Wikipedia(Demo),
 - Audio And Video calls and Screen sharing between react(server) and Android

19/12/2017 – 30/04/2019 Islamabad, Pakistan

SENIOR ANDROID DEVELOPER AXACT

- Responsible for contributing to all phases of the development lifecycle, ensuring designs are following requirements, Identifying and correcting bottlenecks, fixing bugs, and helping maintain code quality and organization.
- Update job knowledge by studying state-of-the-art development tools and code hosting platforms. i.e. Github, Gitlab, and Bitbucket.

01/12/2015 – 18/12/2017 Islamabad, Pakistan

ANDROID DEVELOPER JOLTA TECHNOLOGY

Responsible for

- Build the app from the mockup provided.
- Build different modules and integrate them into different projects
- Perform QA on the App
- upload builds on the Google Play Store

01/07/2015 – 03/09/2015 Islamabad, Pakistan

ANDROID DEVELOPER (INTERNEE) ZONG CMPAK

- Worked at Zong CMPAK as an android Internee.
- Responsible for learning Android Development and implementing the knowledge in creating an application "E-Challan System"

● EDUCATION AND TRAINING

01/08/2011 – 02/06/2015 Islamabad, Pakistan

BS CS Muhammad Ali Jinnah University

Address Islamabad Expressway, Kahuta, Road Zone-V Sihala, Islamabad, Islamabad Capital Territory, 48000, Islamabad, Pakistan

Website <https://cust.edu.pk/>

● DIGITAL SKILLS

Android Development (Kotlin, Java) | React-Native | Android Studio/Java | Android Jetpack | Model-view-viewmodel (MVVM) | Firebase | DataBinding | Firebase Realtime Database | WorkManager | Room | Kotlin | Kotlin Coroutines

● ADDITIONAL INFORMATION

PROJECTS

04/07/2022 – 25/10/2023

Alaska (React Native Application)

This application was developed in React-native for Android and IOS. This application is a Grocery App for Alaska Commercial Company store online for fresh food and household supplies.

Responsibilities:

- Get an understanding of the code implemented in React Native.
- Have 1 on 1 session with the previous developer.
- implement the change request provided by the clients.
- Work with quality assurance to resolve technical issues and UI Issues.
- change the complete UI of the checkout process.
- Launch a new build to the Google Play Store and App Store.
- Attend Scrum meetings.

02/12/2022 – 25/10/2023

Soul Link (Android Application)

This application was developed in Android Studio in Kotlin and Java. This application is a meditation app, where user can merge audio and video to create their meditation and listen to them.

Responsibilities:

- Create the Base architecture of the project.
- Create a design of the application from the mockup provided.

- Implement Social login using Google, Apple, and Facebook.
- Implement a **Video player for .m3u8** files using **ExoPlayer**
- Implement a **Miniplayer view** like **YouTube**, where the user can minimize the Player and move around the application
- Work with quality assurance to resolve technical issues and UI Issues.
- Attend daily scrum meeting

21/06/2022 – 01/11/2022

Evenple (React Native Application)

This application was developed in React-native for Android and IOS. This application is an Event-based app, where the user can create his/her events and share them with other people.

Responsibilities:

- Learn React Native for the tasks at hand.
- Build the app from the mockup provided in react native and ensure that designs follow the requirements.
- Work with quality assurance to resolve technical issues and UI Issues.
- work on different modules like Templates for sending invites and Posts for sharing event posts for different users.

01/01/2022 – 30/06/2022

Premier UK (Android Application)

This application was developed in Android Studio using Java. This application is for clients of Premier UK Business to stay up to date on the latest news, and deadlines and contact the team. This application was already built but had some issues.

Responsibilities:

- Work on the Android App.
- Resolve the bugs and share the bug sheet.
- Update the project documentation
- Read and Implement the biometric functionality
- Upload builds to the Google Play Store.

01/12/2021 – 30/06/2022

Best in Town. (Android Application)

This application was developed in Android Studio using Java. This application is like WandrPass, but it is not targeted to any specific county

This Application has 2 parts.

1. Business
2. Customer

Business App is only for business owners or employees they have created, they can create different types of offers for users, and by scanning customer QR codes, they can avail offers for the users.

Customer App is to view the offers against the business they have created and to view the list of businesses registered with the application

Responsibilities:

- Lead the Project.
- Conduct daily standups and retrospective meetings for every sprint.
- Manage Jira board
- Read and Implement Branch.io in the Customer App.
- Make Android and IOS Applications on the same path
- Create documentation of the Branch.io and how it is implemented.
- Create documentation of the Android Application
- Implement SonarQube in the Both Applications
- Create documentation of SonarQube implementations
- Have Documentation created for the whole system and how it works?
- Upload builds to the Google Play Store.
- Worked as a solution architect to provide different solutions and get feedback

01/10/2021 – 15/12/2021

Sport12 (Android Application)

This application was developed in Android Studio using Java. This application is a sports app, where users can book and create a team and play games. With Sport12 you can easily find amateur sports games and play whenever you like. Check out if there is a game around the block and register for a game to play with people from your city. This project was already completed and uploaded to the Google Play Store.

Responsibilities:

- Read about Huawei Apps and how Android Apps are converted and Uploaded on the Huawei App Store.
- Upload builds to Huawei Play Store.

- Find the problem "Google Analytics not working after uploading build to Huawei Store " and create a finding document and Resolve the bug.
- Share the daily report
- Attend Daily Scrum

12/10/2021 – 06/2022

WandrPass (Android Application)

This application was developed in Android Studio using Java and Kotlin. This application is only targeted in Canada, where multiple businesses are registered with this application and customers can view business details and the offers they have created.

This Application has 2 parts.

1. Business
2. Customer

Business App is only for business owners or employees they have created, they can create different types of offers for users, and by scanning customer QR codes, they can avail offers for the users.

Customer App is to view the offers against the business they have created and to view the list of businesses registered with the application

Responsibilities:

- Lead the Android project.
- Have meetings with IOS Team and backend team to resolve the current issues in the Android Application
- Read and Implement Branch.io in the Customer App.
- Make Android and IOS Applications on the same path
- Create documentation of the Branch.io and how it is implemented.
- Create documentation of the Android Application
- Implement SonarQube in the Both Applications
- Create documentation of SonarQube implementations
- Lead and Attend the daily Scrum
- Manage Jira Board
- Upload builds to the Google Play Store.

02/10/2021 – 01/12/2021

Hala (Android Application)

This application was developed in Android Studio using Java. This application is for Careem and it is used for training their drivers in Dubai.

Responsibilities:

- Understand the new requirements that were shared.
- Share the timeline.
- Lead the Android team to implement the new changes.
- Have meetings with the Hala team.
- Lead and Attend Daily Scrum

01/07/2021 – 10/11/2021

EMR Assists (Android Application)

This application was developed in Android Studio using Kotlin. This application is for doctors only and only those registered with the EMR Assists. Where doctors can record audio and send it to the server, these recorded audios are converted to text and sent back to the doctors by the translators.

Responsibilities:

- Created designs from the mockup provided.
- Lead the Android and IOS project
- Have meetings with the backend team, and share the feedback with the team.
- Attend Daily Scrum

01/05/2019 – 30/04/2021

Irisvision (Android Application)

Irisvision is NIH-approved Low Vision Glasses, that leverage the most advanced VR technology. Most medically validated Low Vision Aids for Visually Impaired.

Responsibilities:

- Implemented NLP using Apache NLP
- Implemented Multiple Eye tests in the application
- Implemented Wikipedia(Demo)
- Worked with Researchers and Implemented Solutions.
- Implemented Video calls and Audio Calling using Twilio.

- Attend Daily Scrum
- Attend meetings with the researchers and with the US team to propose solutions and implement solutions

01/08/2020 – 30/04/2021

Digital Vision Clinic (Android Application)

Digital Vision Clinic is a project of Irisvision where they are working on telehealth and Performing different types of eye tests.

Responsibilities:

- Implemented NLP using Apache NLP
- Implemented Multiple Eye tests in the application
- Worked with Researchers and Implemented Solutions.
- Implemented Video calls and Audio Calling using Twilio.
- Attend Daily Scrum
- Attend meetings with the researchers and with the US team to propose solutions and implement solutions
- Lead the meetings with the researchers.
- Implement Matlab code to Kotlin Code

01/11/2018 – 30/04/2019

Efficiency (Android Application)

This application was developed in Android Studio which Service provider app. This app has 2 modules, 1st for customers who were requesting services and 2nd for those who were providing services.

Responsibilities:

- Create a design of the application from the mockup provided.
- Attend daily scrum meeting
- Adjust the app flows when there are some issues.
- Share weekly detail

01/08/2018 – 30/04/2019

Nativ (Android Application)

This application was developed in Android Studio which Online shopping store app. This app has 2 modules, 1 for buying and 1 for selling.

Responsibilities:

- Create a design of the application from the mockup provided.
- Attend daily scrum meeting
- Adjust the app flows when there are some issues.
- Share weekly detail
- Convey any issue that is produced while making an application to the leads and fix them.
- Daily meeting with the backend to fix any issues.
- Lead the IOS team.

01/06/2018 – 10/01/2019

Al-Ghoneim (Android Application)

This application was developed in Android Studio which Online shopping store app where users can do shopping from the Al-Ghoneim Store.

Responsibilities:

- Create the design of the application from the mockup provided.
- Attend daily scrum meeting
- Share weekly detail
- Convey any issue that is produced while making an application to the leads and fix the.,
- Lead the IOS team so that both Android and IOS are on the same page

05/04/2018 – 06/06/2018

Tripyoage (Android Application)

This application was developed in Android Studio where users can search for hotels, restaurants, and cars. Users can also create bookings as per their requirements.

Responsibilities:

- Create the design of the application from the mockup provided.
- Attend daily scrum meeting
- Share weekly detail
- Have a meeting with the Team if there is an issue in the flow of the mockups.

03/03/2018 – 05/04/2018

Streamix (Android Application)

This application was developed in the Android studio where users can live stream online. This project's APIs were not working, so I was given the task of handling all the issues in the APIs and making them resolve.

Responsibilities:

- Check all APIs and list down the APIs that were not working.
- Meeting with the backend daily to resolve all the API issues
- Led the IOS, Android, and Backend Teams to resolve the issues in the APIs.
- Report to lead on the current progress of the Application.
- Attend daily scrum meeting
- Share weekly detail

01/06/2018 – 01/08/2018

Arabian Porter (Android Application)

This application was developed in the Android studio where users can do an Online Shopping application to buy different clothes. This project was set up with the APIs provided by the Arabian Porter themselves.

Responsibilities:

- Create a design of the application from the mockup provided.
- Attend daily scrum meeting
- Lead the Android team
- Work with the backend team so we can check all the APIs we can use from the clients provided.
- Meeting with the lead if there was an issue that became a blocker.
- Work on Mongo DB and Backend lead to a search for the APIs, and have wrappers made for the APIs if there was an issue in consuming APIs.

01/05/2018 – 01/02/2019

FurnishIT (Android Application)

This application was developed in Android Studio using AR technology in which a user can place a different model provided in the app and save images. There were some issues in handling the model which was placed in **Wikitude** AR Kit and the APIs which were causing our application some issues.

Responsibilities:

- Understand how AR technology works.
- Understand how Wikitude AR works
- Attend daily scrum meeting
- Led the backend team to have all the issues fixed in APIs and also in IOS.

19/12/2017 – 30/03/2018

Dunkey Delivery (Android Application)

This application was developed in Android Studio which is a subscription-based service that makes grocery shopping, laundry, pharmacy, drink, and food delivery easy. The design of the application was already created, had to work on integrating APIs.

Responsibilities:

- Implement the APIs.
- Work with IOS Lead to resolve all the issues in the Android.
- Work with the Backend Team to resolve any issue in Android
- Report leading if facing any issue
- Attend Daily Scrum Meetings.

01/10/2017 – 17/12/2017

Audio Trimmer and Converter (Android Application)

An Android application built on Android Studio where we can let users trim audio, convert video to audio, convert audio from 1 format to another, or make a video using images and audio, etc. Behind all this conversion, we used the **FFMPEG** Third Party Library. Which was already developed using NDK. Users can view all the converted audio or videos in the application.

Responsibilities:

- Create the design in the Android Studio from the mockup provided.
- Created and Maintained a weekly roadmap for application delivery

01/09/2017 – 30/10/2017

Vivid (Android Application)

An Android application built on Android Studio which was similar to the Zedge Application. Where we can let the users see a list of Ringtones, notifications, and Wallpaper and let them download and also let users upload them using Volley.

Responsibilities:

- Use Volley for consuming APIs.
- Create the design in the Android Studio from the mockup provided (Zedge App).
- Perform QA
- Have a meeting with the Backend Team to resolve the API Issue

01/06/2017 – 01/08/2017

Ad Network (Android Application)

This is Like Google Ad Mob where we were trying to make our own Ad Network.

There are 3 types of ads

1. Banner
2. Interstitials
3. Video

In this project, there are two main roles

1. Advertiser - Users can start complaining about advertising their ad. In the form of videos or banners or Interstitials.
2. Publisher - Users can show ads in their application by creating their accounts and creating their projects.

Exo-player was used for playing videos, and Retrofit was used for downloading banners, Interstitials, and videos.

Responsibilities:

- Understood the business requirements, and explored how the Ad network works.
- Documented the solution, and deployment design and explained the existing workflow Ad network.
- Meeting with the Team daily to get the knowledge of the current progress.
- Created a Library project for the application.
- Performed Testing by adding this library to different projects
- Have different teams implement it, and if there are any issues have them resolve it
- Meeting with stakeholders and marketing team, to get an idea of what they want and have it implemented

01/05/2017 – 30/05/2017

Gif Application (Android Application)

An Android application built on Android Studio where we can let users make GIFs using images. Behind all this GIF creation, we used the **FFMPEG** Third Party Library. Which was already developed using NDK. Users can view all the converted audio or video in the application.

Responsibilities:

- Create the design in the Android Studio from the mockup provided.
- Deliver the project within 1 month
- Share daily reports to the Lead.

01/02/2017 – 30/04/2017

Robot Audio And Video Call (Android Application)

Robot Audio and Video Call is a Calling Application. This Application is Created for a robot i.e. Robobaba (Reeman Robot) and Android Smartphone where the user can Video call using mobile and robot. For this application, the library used is "Sinch". Robobab (Reeman Robot) was a robot created using an Android base and has a tablet attached at the center of the Robot. The Application was installed in the Robot And Android Apps.

Responsibilities:

- Learn how Sinch works.
- Meeting with the team to explain how we can use Sinch in our application
- Create a sample and Give a demo to the Team by installing it on two Android Phones.
- Create the Design of the application and get Approval (in Android Studio UI).
- Implement the Design of the Application.
- Share daily reports to the Lead.
- Manage a weekly report so it can be shared with the CEO.

01/08/2016 – 30/01/2017

Quran (Android Application)

This application was developed in Android Studio for users to learn your Quran reciting. This would help you to correct your recitation through audio playback pronunciation word by word. Read the Surah in high-quality Arabic format alongside word-by-word translation in 18 different languages and 17 different reciters. Quran audio and text were already provided by a separate team. This application was done in 8 steps which were provided at the time of the project start.

Responsibilities:

- Create steps on how to proceed with finishing
- Create Design of the application
- Show Quran text in the application from the text provided
- By changing the font of the Quran, the font should be applied to the application
- By changing the Surah, Surah should change.
- Add word-by-word reciter audio
- By clicking on any word, that word should be reciter.
- Add All of the reciter Audio

- By changing the reciter audio of that reciter should be played when the user starts playing the Quran.
- Give a demo to the team whenever 1 of the steps is completed.

01/12/2015 – 26/07/2016

PK Pipe (Android Application)

This application was developed in Android Studio which was a social app for sharing videos.

Responsibilities:

- There was 1 module that was assigned to me and it was creating a video by combining different images into a video, and also applying different animations when we were creating videos. We can add audio as a background to the audio.
- Learn about FFMPEG and how we can use it.
- Create Design of the Module application
- Add FFMPEG in the application and use it to merge audio and images to make a video.
- Share the weekly reports to the CEO about the current progress.

01/02/2015 – 03/09/2015

E-Challan System (Android Application)

A Challan System to create Challans using Android Application. This application was built on Eclipse and then shifted to Android Studio. The APIs were created in the C# and then used in Android Studio.

Responsibilities:

- Create a Design of the E-Challan System in Application from the mockup provided.
 - Learn and Create the APIs in C# so we can use them in Android Studio.
 - Use the APIs in the Android Application.
-