

# Rishabh

## Software Engineer

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Enthusiastic and detail-oriented Android Developer with 1.5 years of experience designing and implementing innovative mobile applications. Proficient in Java and Kotlin, with a strong understanding of Android SDK, MVVM architecture, and modern development practices. Adept at collaborating with cross-functional teams to deliver high-quality, user-centric applications. Committed to continuous learning and staying updated with industry trends. Eager to contribute technical skills, creativity, and a passion for exceptional user experiences to a dynamic development team.

## Experience

- **Software Developer (Android)** Aug'23 - Present  
Quantum4u Labs | Gurugram, Haryana
  - Developed and maintained Android applications, ensuring high-quality code and optimal performance.
  - Conducted R&D to explore new technologies and implement innovative solutions in app development.
  - Fixed real-time bugs reported by testing teams and clients.
  - Implemented new features and functionalities, enhancing user experiences.
  - Applied best practices in coding, design patterns, and user interface development.

## Projects

- **AI Art: AI Photo Generator** [🔗](#) Aug'24 - Oct'24
  - Developed an AI image generator app using Android, Kotlin, Coroutines, StateFlow, MVVM, Dagger Hilt, CameraX, Retrofit, Room DB, and Firebase for analytics and crash reporting.
  - Integrated text-to-image and image-to-image generation via an API, with customizable art styles and advanced AI options.
  - Implemented features like image history management with Room DB, custom camera functionality using CameraX.
  - Enhanced user experience with AI-based cartoon, tattoo, sticker, and logo generation, alongside reusable AI prompts and negative prompt features
- **Video Voice Changer & Effects** [🔗](#) Apr'24 - Jun'24
  - Developed an Android app for real-time voice and video modulation using Kotlin, Coroutines, MVVM, and FFmpeg.
  - Integrated a wide range of customizable voice effects (e.g., alien, robot, chipmunk) for audio and video.
  - Added features like voice recording, video trimming, text-to-audio conversion, and file imports.
  - Optimized file management and sharing capabilities for recording, saving, and sharing modified voice/video files without watermarks, enhancing user engagement and content creation.
- **3D Room Planner: Home Interior** [🔗](#) Jan'24 - Mar'24
  - Developed the 3D Room Planner: Home Interior app using Kotlin for Android app development and XML for layout design, leveraging these technologies to ensure efficient and robust implementation of features.
  - Successfully integrated a Unity library into the app, enabling the representation of 3D items within the virtual room environments. This integration expanded the app's capabilities, allowing users to interact with and visualise 3D objects seamlessly.
- **ChatMe Application** [🔗](#) Oct'22 - Dec'22
  - Implemented Firebase technology to enable real-time messaging, ensuring instant delivery of messages.
  - Utilised Java and XML for Android app development, ensuring robust functionality and intuitive user interface design.
  - Integrated Firebase services for authentication, database management, and messaging, enhancing the app's reliability and scalability.

## Skills

- **Programming Languages** : Java, Kotlin, SQL
- **Android Development** : Android SDK, Jetpack Compose, MVVM, SQLite, Room DB, Retrofit, LiveData, ViewModel, Dagger Hilt, Data Binding, Coroutines, Firebase, Restful APIs, Unity Integration
- **Version Control** : Git, GitHub
- **Other Technologies** : Data Structures, XML, Firebase Authentication and Database Management, Spring boot, JSON

## Education

- **Bachelor of Technology, CSE** Aug'19 - Jul'23
  - Institute of technology & management | CGPA: 7.85
- **Intermediate** Apr'17 - Apr'18
  - C. A. B. Inter Collage | Percentage: 74.4%
- **High School** Apr'15 - Apr'16
  - C. A. B. Inter Collage | Percentage: 77.6%

## Languages

- English(Fluent)
- Hindi(Fluent)