

# Rishabh

## Android Developer | Software Engineer

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### Summary

Ambitious Android Developer with 1.10 years of experience building high-quality, scalable apps using Kotlin, Java, Jetpack Compose, and MVVM. Proven contributor to apps with 700K+ downloads, with strong expertise in Clean Architecture, Coroutines, Hilt, Firebase, and REST APIs. Passionate about AI and futuristic technologies, aiming to merge mobile development with intelligent systems.

### Skills

- **Languages & Fundamentals:** Kotlin, Java, SQL, OOP, Data Structures & Algorithms
- **Android Development:** Android SDK, XML, SQLite, Retrofit, Firebase, REST APIs, JSON, Broadcast Receiver, Services
- **Jetpack Components:** Jetpack Compose, Room DB, LiveData, ViewModel, WorkManager, Navigation
- **Tools & Platforms:** Android Studio, Git, GitHub, Postman, VS Code
- **Others:** Operating Systems, Agile Methodology, Spring Boot (Basic), SOLID Principles

### Work Experience

#### Software Developer (Android)

Quantum4u Labs | Gurugram, Haryana

07/2023–Present

- 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**  02/2025 - 04/2025
  - 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.
- **AR Drawing**  06/2024 - 10/2024
  - Developed an AR Drawing app in Kotlin using CameraX, enabling users to trace images via AR overlays or sketch on a digital canvas with custom drawing tools and fancy fonts.
  - Implemented MVVM architecture with Room DB and Coroutines for efficient local data storage, smooth UI updates, and responsive background task handling.
  - Integrated 150+ artworks across categories (Anime, Festivals, Food, etc.) with features like image-to-sketch conversion, opacity control, and real-time video recording of the drawing process.
  - Utilized Firebase Analytics and Crashlytics to monitor user behavior and app stability, helping improve performance and user engagement.
- **3D Room Planner: Home Interior**  01/2024 - 03/2024
  - 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.

### Education

- **Dr. A.P.J. Abdul Kalam Technical University**  
Bachelor of Technology, CSE 07/2019 – 06/2023
- **C. A. B. Inter Collage, Meerut**  
Senior Secondary (PCM) 04/2017 – 04/2018

### Languages

- English
- Hindi