

Raj Kumar Singh

M.Tech.

Computer Science & Engineering

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PROFILE SUMMARY & ACHIEVEMENTS

- Android developer with over 9+ years of experience in **designing, developing, and optimizing** mobile applications/software using **Kotlin, Java, Jetpack Compose, and MVVM architecture**. Expertise in **end-to-end app development, UI/UX enhancements, scalable architectures, and real-time data processing** to deliver high-performance solutions.
- Strong command over **Data Structures & Algorithms**. Proficient in **algorithmic optimization, performance tuning, and computational efficiency**, ensuring highly responsive and scalable applications.
- Achieved **GATE - AIR 419** and qualified for Assistant Software Engineer role at **Center for Railway Information System**, showcasing a strong analytical mindset and problem-solving skills.
- Demonstrated leadership as **Head of Placement Representatives at NIT Calicut**, contributed to academia as a Teaching Assistant for **Data Structures Labs**, and actively participated in coding communities.

EDUCATION

- **M.Tech(CSE)** 07/2014-06/2016
National Institute Of Technology, Calicut, Kerala CGPA: 8.13

EXPERIENCE

- **Lead Mobile Engineer at [Care.com](#) Provider app (Hurits, Bangalore)** 01/2024–Present
 - The App is a hub for “Provider“ to serve Seeker jobs for multiple verticals which includes Petcare, Childcare, Seniorcare, Tutoring, Housekeeping, Special needs etc.
 - Along with adding new features, improved app’s performance by **45%** using **StrictMode, LeakCanary, GraphQL, Memory Optimization, caching and reducing the number of recompositions** in Jetpack compose.
 - Developed a payment flow and HardGate payment flow, which increased subscription renewal by **33%**
 - Worked on user onboarding flow by dynamic UI configuration, which reduced the drop-off and improved the user conversion rate by **28%**
- **Senior Software Engineer at [Care.com](#) Provider app (Hurits, Bangalore)** 01/2021–01/2024
 - Successfully migrated legacy **java** code to **Kotlin, MVVM and clean architecture, XML to Jetpack Compose and Dagger-2 to Hilt** to improve product’s maintainability and scalability. Since we follow modular architecture, as part of this process **created various modules** like Jobs Search, Scheduling, Booking, Notification center, Account and profile etc. from scratch, which improved app’s build time by 55% and memory foot print by **40%** on initial app load(Just load minimal required modules).

- Migrated from **kapt** to **ksp** in various modules of Provider app to improve the build time, compatibility and long-term maintainability.

•**Mobile Engineer-II at [Care.com](#) Seeker app (Hurits, Bangalore)**

07/2020–01/2021

- Description: The App is a hub for "Seeker" to request for multiple services.
- During revamp of **Seeker app** from **Java** to **Kotlin** and **MVP** to **MVVM** created various modules like Jobs module, Review module. Provider Search module, Account and Profile module using **Dagger-2**, **Coroutines**, **Moshi**, **data-binding**, **LiveData**, **Retrofit** etc.
- Fixed **OutOfMemory** errors by identifying the memory leaks.

•**Software Engineer at Care@Work App and Care.com Seeker App (Apostek, Bangalore)** 08/2018–05/2020

- Description: Care@Work is B2B facing app for providing Childcare Support to employee.
- Modularized Care@work app into several modules to improve the performance and maintainability of the code base.
- Created Reusable framework called patternLib UI Library which can be used across the multiple apps, which improved development speed by **30%**.
- Owned enrollment, Account and Profile modules and wrote network layer for Care@work app.
- Added Review module and revamped enrollment module from Java to Kotlin and MVP to MVVM in Seeker app.

•**Associate Software Engineer at Slot Machine game app by Apostek Software LLP** 08/2016–07/2018

- Developed **Leader board**, **Boat feature**, **Mini Games** etc. Product life cycle was completely managed by myself. It includes development, testing, and publishing the app to play store etc. Checking analytics on crashlytics and bug fixing. Interacting with UI designer, tester and other team members etc.
- Revamped the app from **MVC** to **MVP** architecture.

TECHNICAL SKILLS AND INTERESTS

Languages: Kotlin, Java, C/C++, HTML

Libraries : Retrofit, OkHttp, Room, Gson, Moshi, Dagger 2, Hilt, Glide, Coil, Amplitude, Splunk, Mockito, Espresso, JUnit, LeakCanary, Lottie, Firebase, Maps, Crashlytics.

Tools: Android Studio, Source Tree, CI/CD Pipeline, Jira, Git, Github, Confluence, Miro, Figma, Charles Proxy.

Frameworks: Android framework components, Android SDK

Databases: SQLite (and Room Persistence Library)

Areas of Interest: Data Structures & Algorithms, Object Oriented Programming, Database Management System, Operating Systems, Software Engineering.

Other Android Development Skills : REST API, GraphQL, asynchronous programming using Kotlin Coroutines, Flows, Unit testing, JetPack components(Compose, LiveData, ViewModel, Navigation), Shared Preferences, Notifications, SQLite, Dependency Injections using Hilt or Dagger-2, Thread management using ThreadPool, SSL Pinning, Encryption Decryption, Data binding, Constraintlayout, Amplitude logging, Crashlytics, App Development Life Cycle, SDLC, Agile development methodology, Testing & Debugging, App Modularization, Version Control etc.

Design Principles: SOLID Principles and System Design

Design patterns:

-Creational Pattern: Singleton, Builder, Factory, Abstract Factory, Prototype.

-Structural Pattern: Adapter, Bridge, Composite, Decorator, Facade, Flyweight, Proxy etc.

-Behavioral patterns: Chain of responsibility, Command Pattern, Iterator Pattern, Observer Pattern, State Pattern, Strategy Pattern, Template Pattern

Communication Skills: Professional English, Hindi. Good Communication skills with product / designers and team collaboration

Soft Skills: Problem Solving, Self-learning, Presentation, Adaptability

DECLARATION

I hereby declare that the information mentioned above is true to the best of my knowledge.