SAURABH JAIN

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EDUCATION:

Master of Science, Computer Science   May 2011
University of Southern California, Los Angeles, CA, USA

Bachelor of Engineering, Computer Science   July 2008
Maharshi Dayanand University, Rohtak, Haryana, India

PROFESSIONAL SUMMARY:

- Five years of Software industry experience in design, development, testing and submission of Android Mobile applications.
- Strong experience with complete product development lifecycle, developing consumer facing applications, Object Oriented Analysis and design methodologies.
- Strong expertise in developing multithreaded applications for Android Operating system using Android Studio, Eclipse IDE, SQLite, Java, XML, JSON, RESTful Web services and Android SDK.
- Deep knowledge of Android SDK and working on client server architecture in mobile applications.
- Proven experience of building beautiful Material UI's in previously shipped Android applications.
- Good knowledge of bundling mobile apps and their trade-offs in Hybrid Frameworks like PhoneGap, QuickConnect etc.
- Excellent troubleshooting and debugging skills.
- Prior experience of working across different teams like Product, Design, Core Library, Testing.

TECHNICAL SKILLS:

- **Programming Languages:** Java, C, C++, Objective C, SQL, Android & iOS programming.
- **Web Technologies:** JavaScript, HTML/DHTML, CSS, XML, XSD, XSLT, PERL, AJAX, JSON.
- **Database:** SQLite, MySQL, Oracle 10g.
- **Operating Systems:** OSX, Windows, UNIX (SOLARIS), Linux (Ubuntu), MS DOS.
- **Servers:** Apache HTTP, Tomcat.
- **IDE/VCS/Build Tools or Systems:** Android Studio, Eclipse, NetBeans, Xcode, Stash, Github, Git, Gradle, Ant.
- **Others:** Cocos2D, Box2D, Web Hybrid App Frameworks, UML, OLAP, Wavelet, OPNET.

WORK EXPERIENCE:

Senior Software Engineer Android at AOL Alpha   January 2015 – Present

- Designed and developed Android Sage app single-handedly from the beginning until it was shipped in December 2015.
- Sage is a platform built to predict future, engage people on different topics and let them share their predictions with the world.
- Worked across Product, Design and Testing teams to gather product specifications and develop a high quality mobile app.
- Used v4, v7, MultiDex, Volley, Design Support, FB Fresco, FB Android SDK, Twitter Core, Twitter Crashlytics libraries.
- Used Intent Service, Content Provider, SQLite, Broadcast Receiver, Loaders, Network Image View, Push Notification, Metrics.
- Used Recycler View, Collapsing Toolbar Layout, Ripple effects, FAB, Material Calendar and Time pickers, Tab Layout etc.
- Currently working on Virtual Reality (Android Cardboard SDK, Oculus Mobile SDK), Android TV platforms.

Android Software Engineer at AOL Inc.   July 2012 – December 2014

- Designed and developed Engadget, Starlike, Autoblog360, Patch, PLAY, Joystiq, Daily Finance, and AboutMe Android apps.
- Used Intent-Service, SQLite, AsyncTask, Runnable, Loaders, Media Player, Location, Accelerometer and Orientation Sensors.
- Used Google's Volley, Square's OOTO, AQuery, ActionBarSherlock, VPI libraries.
- Developed a custom In-app camera having features of auto-focus, flash, switching to back/front camera, gallery image picker.
- The In App camera feature is capable of capturing both picture and video and saving the media to external storage.
- Worked extensively on AOL Core libraries to add the support for Pull Notifications and added different locale support.
- Pull notification support includes features like different device destination support (Tablet, Phone, Stock, Kindle, All devices).
- Added different types of notifications like "Update", "Alert", forced "Update" etc. Added support for app specific notification.
- Added support to spin both QA and Production builds with a single release through AOL CM.
- Added Metrics calls to AOL Autos app to add support for analytics using Flurry, ComScore, DataLayer Metrics.
- Designed and developed standard and premium versions of Autoblog360 and also worked on AOL Reader android app.
- Worked across Product, Design, QA teams to drive product development, test cycles and submission to the stores.

Software Engineer at InfoObjects Inc.   March 2012 – July 2012

- Developed the Exam Companion Android App for AICPA that facilitates in preparation for various certification exams.
- Developed Forum Screens in the app that consumes the JSON data from server in a multithreaded environment.
- Did parsing of the JSON Objects into Arrays and then rendered the data into the various layouts and views.
- Developed various Forum threads, posts, replies and search screens in the app and made the necessary server get/post calls.
- Was responsible for final submission of the app to the Android Play Store after the App QA cycles.

Software Developer at Mobile Programming LLC.   October 2011 – March 2012

- Developed Android Computer Society Digital Library apps. CSDL Apps are Computer Society reference apps.
- Apps provide a way for user to browse Free/Subscribed content via a Login. Provides ways to Search, Save, Email content.
- Worked on client server architecture for parsing the data from CSDL RESTful Web-service.
- Used HTTP Client Adaptor for parsing the data from REST Service into the app in a multithreaded environment.
- Was responsible for developing apps from ground up to the submission to respective app stores.
- Integrated Facebook /Social graph API in the app so that user could share the CSDL Abstract Content to the Facebook wall.

Intern in Media Engineering at IGN Entertainment Inc.   July 2011 – September 2011

- Responsible for maintenance, innovation and development of existing and upcoming IGN Android and iOS Mobile Apps.
- Responsible for hybridizing IGN's Android and iOS Apps using Hybrid frameworks like PhoneGap, QuickConnect.
- Responsible for assisting IGN's web team in reusing existing web resources for Mobile Platform by hybridizing Native Apps.
- Wrapping up of Game Franchise Apps of IGN into web apps using Hybrid frameworks.
- Worked in an Agile Test driven environment.

ACADEMIC PROJECTS AND EXPERIENCE:

Project Manager Intern at Mobile Programming LLC.   January 2011 – May 2011

- Managed various Android & iOS projects like Priority Calls, Anjolee, Amgen, Home Inspection etc.
- Supervised the development team, monitored, and updated the status of the tasks delegated on a daily basis.
- Verified builds for quality assurance and performed submission of the apps to the respective app stores.

Android Developer on iCampus Project of USC – Curriculum Project   August 2010 – December 2010

- Developed an Android app for iCampus Project of USC.
- iCampus is an integration of all the services provided by USC to its students, like: Trams Routes, Class Schedules etc.
- Users can also integrate their social profiles like Facebook, Twitter etc. to add social touch to their iCampus app.

Android Developer (iCampus Libraries) – Directed Research   August 2010 – December 2010

- Created Android Library (.jar) packages for future developers of iCampus Project of University of Southern California.
- Location based libraries like Core.Location – has functions like getLocation(), isMoving() which determines current position.
- Sensing Libraries like Core.Sensing makes use of Android Sensors to return values of Orientation, Accelerometer etc.
- Other Libraries include Core.Network, Core.Authenticator that send and receive data from server & helps in authentication.

Android Developer (AutoDroid) – Curriculum Project   August 2010 – December 2010

- Developed an App called AutoDroid that can be used to customize the settings of an Android Device based on geo-location.
- Made use of Android Hardware - Audio & Telephony Managers, Sensors, GPS, Google Maps & SQLite.

iOS Game Developer – Curriculum Project   August 2010 – December 2010

- Developed an iOS Game called Drunk Basketball Shooter. The objective of the game is to shoot basketballs.
- Basketball is difficult to control and basketball hoop itself is moving, thereby giving the notion of being drunk.
- Game Involves different game playing scenes like Basketball Court, Classroom, Airport Terminal where the player is playing.

Web Development and Programming Summer Intern at MEDL Mobile Inc.   May 2010 – August 2010

- Developed a Reference app – TreeID that allows users to identify Trees in North America based on their characteristics.
- TreeID is a great reference for all nature enthusiasts, is helpful for allergy sufferers or to anyone who has interest in trees.
- Platform: Eclipse IDE, Java, XML, SQLite & User Interface Design.