

SAURABH JAIN

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EDUCATION:

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

May 2011

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

July 2008

PROFESSIONAL SUMMARY:

- Three years of Software industry experience of design, development, testing and submission of Android Mobile applications.
- Strong experience with entire software development lifecycle, Model View Controller (MVC) based frameworks, Object Oriented Analysis and design methodologies.
- Strong expertise in developing multithreaded applications for Android Operating system using Eclipse IDE, SQLite, Java, XML, JSON, Android SDK and ADT Plug-in.
- Hands on knowledge of working on both Android and iOS platforms.
- Deep knowledge of Android SDK and working on client server architecture in mobile apps.
- Good knowledge of bundling mobile apps and their trade-offs in Hybrid Frameworks like Phonegap, QuickConnect etc.
- Excellent in troubleshooting/ debugging and using of version control systems.
- Prior experience of working in Agile environment.

TECHNICAL SKILLS:

- **Programming Languages:** C, C++, Objective C, Java, SQL, XQuery, Android & Iphone programming.
- **Web Technologies:** JavaScript, HTML/DHTML, CSS, XML, XSD, XSLT, PERL, AJAX, JSON.
- **Database:** MySQL, Oracle 10g, SQLite.
- **Operating Systems:** Windows, UNIX (SOLARIS), Linux (Ubuntu), MS DOS, MAC OSX.
- **Servers:** Apache, Tomcat.
- **IDE:** Eclipse, IntelliJ Idea, Android Studio, Netbeans, Xcode.
- **Others:** UML, OLAP, Wavelet, ANT, Subversion, GitHub, Git, Stash, Cocos 2D, Box2D, Hybrid App Frameworks.

WORK EXPERIENCE:

Android Software Engineer at AOL Inc.

July 2012 – Present

- Designed and developed [Patch](#), PLAY by AOL Music, Joystiq, [Engadget](#), [Daily Finance](#), [Autos](#) and [AboutMe](#) Android apps.
- Patch is way to get/share events, notes, articles, media, groups, knowledge about/to local communities and Patch towns.
- Implemented the entire Patch app backend architecture and the way it handles data between server and an inbuilt app db.
- Made use of Intent Service for a multithreaded environment and libraries like Square's [OOTO](#), [loaders](#) to update data on UI.
- Did parsing of the JSON data after making necessary get/post/put/delete api calls and rendered the data onto views and layouts.
- Developed a custom In-app camera having features of auto-focus, flash, switching of 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.
- Also added the support for displaying the picture or first frame of video to user to approve for creating a media post.
- Used Sqlite db, loaders, intent services, http-utils, view-pager, location and orientation sensors during the development.
- Used libraries like [ActionBarSherlock](#), [OOTO](#), [AQuery](#), [VPI](#), did custom UI Android Canvas drawings etc.
- Worked extensively on AOL Core libraries to add the support for Pull Notifications and 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.
- Completely revamped Joystiq app by adding tablet view support using Fragments, Action Bar etc.
- Designed and developed standard and premium versions of [Autoblog360](#) and also working on AOL Reader Android app.
- Added Metrics ([Flurry](#), [ComScore](#), [Omniure](#)) calls to AOL Autos app to add support for analytics and added OAuth.
- Consumed RESTful API(JSON) in the Autos app to add support of video and added a MediaPlayer in the app for playback.
- Worked across different product, design, QA teams to drive product development, test cycles to submission to the stores.

Software Engineer at InfoObjects Inc.

March 2012 – July 2012

- Developed the Exam Companion Android App for AICPA which facilitates in preparation for various certification exams.
- Developed Forum Screens in the app which 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 REST – based 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.

Project Manager Intern at Mobile Programming LLC. (MS Degree)

January 2011 – May 2011

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

Android Developer on iCampus Project of USC – Curriculum Project (MS Degree)

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 (MS Degree)

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 like Orientation, Accelerometer etc.
- Other Libraries include Core.Network, Core.Authenticator which send and receive data from server & helps in authentication.

Android Developer (AutoDroid) – Curriculum Project (MS Degree)

August 2010 – December 2010

- Developed an App called AutoDroid which 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.

iPhone Game Developer – Curriculum Project (MS Degree)

August 2010 – December 2010

- Developed an iPhone 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. (MS Degree)

May 2010 – August 2010

- Developed a Reference app – TreeID which 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.

Web-Based Projects:

- Youtube Scraping: Created a webpage using Perl which scrapes YouTube's Videos.
- Facebook Mashup: Developed a Facebook & Flickr Mashup using AJAX, JSON, and Java. (Project Type: Facebook Image posting Application).
- Given two XML files, made two XHTML pages using XSLT and then with the help of JavaScript/DOM function formed a single table which consisted of alternating rows of the two tables formed when applied XSLT on the given XML files.
- Created a HTML/JavaScript webpage, which parses a XML file containing the final results of selected sports at the 2008 Olympic Games, and displays results in the HTML document. The resulting HTML document displays a collapsible accordion widget with titles of different sports events. Clicking on a title displays information about the winner of the event in an HTML table along with a picture and a video related to the event or the athlete from Youtube.com. Used jQuery library to implement the widget.

Database Projects:

- Designed a database schema by making a Extended - ER data model for eBay (www.ebay.com) consisting of a "eBay member", "Auction Information", "Item Information", "Feedback Information" and their related attributes. Incorporated the EER schema into tables and then implemented these tables in the Oracle Database using Oracle Server 10g. Populated the data into the database and then tested the data using the SQL queries.
- Created an application that queries a spatial database. (Type of queries used : Whole Region, Point, Range, Nearest Access Point & its Range) (Made use of Spatial Data types using Oracle 10g)

Operating System Projects:

- Developed the operating system Nachos in a group of three using C++, C in the following four steps:
- Developed a thread system for Nachos and solved synchronization issues by creating locks and condition variables.
- For Nachos, created system calls like "Fork", "Exec", "Exit", "Yield", "Locks" and "Condition Variables" and developed multiprogramming for the system.
- Implemented Caching for Nachos by two methods, software supported translation look aside buffer and second by using memory as a cache for disk, hence supported virtual memory. Developed system calls to implement basic networking between client and server.
- Developed completely distributed system for Nachos using Send and Receive system calls.