**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:***

* Six 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, Android SDK and other popular Android frameworks.
* 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, Development, 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**](http://alpha.aol.com/)January 2015 – Present

* Designed and developed [Android Sage](https://play.google.com/store/apps/details?id=com.aol.mobile.sage) app single-handedly from the beginning until it was shipped in December 2015.
* [Sage](https://areyousage.com) 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 redesign of [Engadget](https://play.google.com/store/apps/details?id=com.aol.mobile.engadget&hl=en), [Techcrunch](https://play.google.com/store/apps/details?id=com.aol.mobile.techcrunch&hl=en) Android apps and Android TV platform apps.

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

* Designed and developed [Engadget](https://play.google.com/store/apps/details?id=com.aol.mobile.engadget), [Starlike](https://play.google.com/store/apps/details?id=com.aol.mobile.starlike), [Autoblog360](https://play.google.com/store/apps/details?id=com.aol.mobile.android.autoblog360), [Autoblog](https://play.google.com/store/apps/details?id=blog.auto.aol.com.autoblog&hl=en), [Patch](http://patch.com/), [Daily Finance](https://play.google.com/store/apps/details?id=com.aol.mobile.dailyFinance&hl=en), and [AboutMe](https://about.me/) Android apps.
* Used Intent-Service, SQLite, AsyncTask, Runnable, Loaders, Media Player, Location, Accelerometer and Orientation Sensors.
* Used Google’s [Volley](https://android.googlesource.com/platform/frameworks/volley/), Square’s [OOTO](http://square.github.io/otto/), [AQuery](https://code.google.com/p/android-query/), [ActionBarSherlock](http://actionbarsherlock.com/), [VPI](http://viewpagerindicator.com/) 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](http://www.flurry.com/), [ComScore](http://www.comscore.com/), DataLayer Metrics.
* Designed and developed standard and premium versions of [Autoblog360](https://play.google.com/store/apps/details?id=com.aol.mobile.android.autoblog360) and also worked on [AOL Reader](http://reader.aol.com/) 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.