Shibin George

Android Platform Engineer @ Qualcomm

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Education

National Institute of Technology
Warangal, India

BACHELOR OF TECHNOLOGY, COMPUTER SCIENCE AND ENGINEERING
June, 2011 - May, 2015

- CGPA – 8.44/10.00
- 3-time recipient of Institute Merit scholarship given to top-10 students(CGPA) of Computer Science and Engineering department at the end of each year

M.G.M Sr. Sec. School
Bhilai, India

CENTRAL BOARD OF SECONDARY EDUCATION, GRADE 12
May, 2011

- Scored 92.6%

M.G.M Sr. Sec. School
Bhilai, India

CENTRAL BOARD OF SECONDARY EDUCATION, GRADE 10
May, 2009

- Scored 93.6%

Work Experience

Qualcomm India Private Limited
Hyderabad, India

SOFTWARE DEVELOPMENT ENGINEER
December, 2016 - Present

ASSOCIATE SOFTWARE ENGINEER
June, 2015 - November, 2016

- Designing and implementing Over-The-Air (OTA) upgrade solutions on Linux Android platform. This is how Android smartphones are upgraded to new software releases.
  The focus is on designing fault-tolerant software - a bug in OTA software can brick your smartphone for good..
- Debugging Android Framework issues and upstreaming fixes to the **Android Open Source Project** (AOSP). I deal with race-conditions, memory-leaks, heap/stack corruptions on a daily basis.
- Developing/maintaining tools that facilitate debugging (of memory-leaks and heap-corruptions for the most part
- Bringing up Android userspace on new Qualcomm Snapdragon chipsets. This calls for extensive knowledge of filesystems(ext4/ubifs), bootup (kernel-to-init), IPC (binder), etc
- I also contribute to the **AOSP**, which is where the Android that runs on your smartphones comes from. This means that atleast a couple of bug-fixes authored by me make their way to millions of Android smartphones regardless of whether they use Qualcomm's Snapdragon chipsets or not.
  To view/review my upstreamed AOSP commits, visit: *https://android-review.googlesource.com/q/shibin*

May, 2014 - July, 2014
Qualcomm India Private Limited

SOFTWARE ENGINEERING INTERN
Hyderabad, India

- This was my first experience with the Android OS. I worked on an optimization designed for the Android composition engine (SurfaceFlinger) and built a basic prototype for the same. The project required detailed understanding of Android source code related to the composition engine. (A composition engine is responsible for acquiring windows/layers from various applications and then compositing the final image that gets displayed on your screen)