Shaun Panjabi

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Profile

Android developer with a strong background in testing. Solid understanding of mobile and software development life cycles, material design, Agile methodologies, and creating a solid user experience. Constantly, adopting new technologies to increase productivity and produce innovative applications.

Experience

Software Engineer, Android, Headspace; Santa Monica, CA – Jul 2016 - Present

Core contributor for guided meditation app from scratch which has over 50k ratings and a 4.7 average rating. Contributed heavily to design architecture and core during initial building phase. Wrote code for application home screen and many more high visibility screens used by a large amount of users.

Software Engineer in Test, Medtronic; Irvine, CA – Apr 2014 - Jul 2016

Technical lead of automated test framework which utilizes BLE, RPC, RS232, and RF protocols to perform black box automated testing on mobile applications. Build framework to allow for full automation on both Android and iOS applications and allow for fully automated black box testing on mobile applications.

Education

University of California, Irvine – Bachelors in Electrical Engineering, March 2014

Skills

Android Studio, Java, Python, Git, Design Patterns, Retrofit, RxJava, Gson, Glide, Dagger 2, Agile Test Driven Development (TDD), SCRUM, MatLAB, JSON

Projects

Automation - Full System

Full system to automate home lamps via any internet connected device. Utilizes a Raspberry Pi connected to a 433 MHz RF transmitter. The Raspberry Pi runs a Node JS server and there is also an Android client which communicates to the server to toggle the lights.

Routes

Mobile android application bundled with server side python application. Enter in two locations and track the amount of time it takes to get from one location to another and find the best time to leave. Traffic data is stored on the server and fetched by the mobile app which is then displayed on an easy to read graph.

Pong

Recreating classic arcade game Pong on Android from scratch. Created a game engine to render 2d graphics at 60 fps. Built in AI option to play against computer with different levels of difficulty. Support across multiple screen sizes and engaging gameplay mechanics to provide an immersive experience.