Sanjeet Yadav

Senior Android Developer

EDUCATION

Indian Institute of Technology, Gandhinagar (IIT GN)

Bachelor of Technology, ChE

Kendriya Vidyalaya No.1, Armapur, Kanpur

High School & Intermediate

Aug 2017 – May 2021

Gujarat, India

April 2014 – May 2016

Uttar Pradesh, India

WORK EXPERIENCE

Senior Android developer

July 2024 – Present

Singularity Games

Gurugram(WFH), India

- Architected Android product modernization by migrating legacy systems to MVVM and Jetpack Compose, eliminating 18K+ lines of boilerplate code and reducing feature development time by 50% through reusable UI components.
- Pioneered Unity SDK integration for in-app gaming, achieving seamless cross-platform performance with <100ms latency and enabling 5+ game modules to launch within the Android app ecosystem.
- Lead a team of interns in adopting modern Android practices; achieved 99.9% crash-free sessions and optimized UI rendering to <16ms/frame across 30+ Compose-driven screens.

Software Development Engineer

May 2023 – June 2024

Nosh Robotics

Bengaluru, India

- Architecture & UI Modernization: Engineered MVVM/MVP architecture and leveraged Jetpack Compose to streamline UI development, accelerating feature integration and ensuring scalable app design.
- IoT & Network Optimization: Integrated MQTT (IoT) and HTTP/HTTPS (REST APIs) protocols, and deployed XMODEM for firmware file transfers, achieving 99%+ faster sync speeds (20 mins → seconds upload, 5 mins → 30 secs download).
- System Efficiency: Developed background workers for data/log sync and abstracted firmware/hardware domains via USB, boosting debugging capabilities and ensuring reliable IoT device communication.

SDE (Android)

Nov 2021 – May 2023

Wise App

Bengaluru, India

- Spearheaded adoption of **Jetpack Compose** (Android's declarative UI) to develop robust, reusable components and unified theming, **reducing UI bugs and development time by 50%** while ensuring consistency.
- Built Zoom SDK abstraction layer and automated white-label app pipeline, eliminating 10K+ duplicate lines and enabling 100+ client-specific Production Apps on Play Store with minimal code integration.
- Overhauled audio/video playback and resolved memory bottlenecks, **improving UX on low-end devices** and ensuring smooth performance across hardware.

Project Associate

May 2020 – July 2020

OYO Headstart Summer Internship Program

Bengaluru(WFH), India

- Engaged in a remote internship as a Project Associate, tasked with two major workflow automation projects aimed at streamlining processes.
- Utilized **Google Apps Script** to develop essential driver code, enabling automated data aggregation from diverse sources to **enhance operational efficiency**.

Selected Projects

Flip AI Launcher | Kotlin, Android, Jetpack Compose

Feb 2024 – Present

• Engineered android application launcher, that with all popular LLMs just with single swipe.

Binary Radar Watchface | Kotlin, WearOS, Android

Nov 2023 - Feb 2024

• Developed the 'Binary Radar' watch face for Android Wear devices, showcasing a distinctive binary time representation using Kotlin.

TECHNICAL SKILLS

Programming Languages: Kotlin, Java, Go, Python, JavaScript, HTML/CSS, C/C++, SQL **Frameworks**: Android SDK, Android architecture, Android Services and Broadcast Receiver

Libraries: Kotlin Coroutines and Flows, Android Jetpack libraries, Jetpack compose

Developer Tools: Android Studio, Git, Docker, Neovim, Notion, Jira, Figma