

EDUCATION

Indian Institute of Technology, Gandhinagar (IIT GN) <i>Bachelor of Technology</i>	Aug 2017 – May 2021 <i>Gujarat, India</i>
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WORK EXPERIENCE

Senior Android developer <i>Singularity Games</i> ↗	July 2024 – Present <i>Gurugram(WFH), India</i>
<ul style="list-style-type: none">Modernized Android app architecture by migrating to MVVM and Jetpack Compose, reducing feature development time by 50%.Integrated Unity SDK for in-app gaming with sub-100ms latency, enabling 5+ game modules to run seamlessly within the Android ecosystem.Led team adoption of modern Android practices, achieving 99.9% crash-free rate and optimizing UI performance to under 16ms/frame across 50+ screens.	
Software Development Engineer <i>Nosh Robotics</i> ↗	May 2023 – June 2024 <i>Bengaluru, India</i>
<ul style="list-style-type: none">Implemented MVVM/MVP architecture with Jetpack Compose to accelerate UI development and improve app scalability.Optimized IoT connectivity using MQTT and REST APIs, and deployed XMODEM protocol for firmware transfers, reducing upload time from 20 minutes to seconds and download time from 5 minutes to 30 seconds.Built background sync workers and USB-based firmware abstraction layer to enable reliable IoT device communication and streamlined debugging.	
SDE (Android) <i>Wise App</i> ↗	Nov 2021 – May 2023 <i>Bengaluru, India</i>
<ul style="list-style-type: none">Adopted Jetpack Compose to build reusable UI components and unified theming system, reducing UI bugs and development time by 50%.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 <i>OYO Headstart Summer Internship Program</i> ↗	May 2020 – July 2020 <i>Bengaluru(WFH), India</i>
<ul style="list-style-type: none">Automated workflows using Google Apps Script to aggregate data from multiple sources, streamlining operations and improving efficiency.	

SELECTED PROJECTS

Flip AI Launcher Kotlin, Jetpack Compose, LLM APIs ↗	Feb 2024 – Present
<ul style="list-style-type: none">Built custom Android launcher with gesture-based LLM integration, implementing multi-provider API architecture to support GPT, Claude, and Gemini with single-swipe access.	
Binary Radar Watchface Kotlin, WearOS SDK, Canvas API ↗	Nov 2023 – Feb 2024
<ul style="list-style-type: none">Created custom WearOS watch face with binary time encoding and radar-style visualization using Canvas API for optimized rendering on resource-constrained devices.	

TECHNICAL SKILLS

Languages: Kotlin, Java, Python, Go, JavaScript, C/C++, SQL, HTML/CSS, HTMX
Android Development: Jetpack Compose, MVVM/MVP/MVC/MVI, Coroutines, Flows, Lifecycle, Navigation, Room, Retrofit, Dagger/Hilt
Tools & Frameworks: Android Studio, Git, Docker, Firebase, Gradle, JUnit, Espresso, REST APIs, MQTT, AWS
Backend (Optional): Ktor, Spring Boot
Concepts: TDD, Unit Testing, Dependency Injection, Material Design, Performance Optimization, Memory Management, CI/CD