

## EDUCATION

Indian Institute of Technology, Gandhinagar (IIT GN)  
*Bachelor of Technology*

Aug 2017 – May 2021  
Gujarat, India

## WORK EXPERIENCE

Senior Android developer  
*Singularity Games* 🔗

July 2024 – Present  
Gurugram(WFH), India

- 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  
*Nosh Robotics* 🔗

May 2023 – June 2024  
Bengaluru, India

- 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)  
*Wise App* 🔗

Nov 2021 – May 2023  
Bengaluru, India

- 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  
*OYO Headstart Summer Internship Program* 🔗

May 2020 – July 2020  
Bengaluru(WFH), India

- 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

- 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

- 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