GOVINDARAO ANNIGERI

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Objective

An accomplished Software Engineer specializes in Object-oriented Analysis and Design with extensive experience in the entire life cycle of software design process including requirement definition, prototyping, proof of concepts, design, interface implementation and maintenance.

Profile Summary

- **9 years** of experience in **Motorola India Pvt Ltd**, with experience in Android Application development, Android Wear Application development.
- Currently working as **Lead Software Engineer** responsible for delivering end-to-end applications on Android smart phones and also Android wear devices.
- Complete understanding of **Android Application Framework**.Worked in the complete development of critical business software application and having thorough understanding of various commercial applications.
- Strong knowledge in Core JAVA and thorough knowledge of OOP, Data Structures, Algorithms and Concepts.
- Strong problem solving, logical, planning, interpersonal skills, ability to work individually as well as in team and willing to translate Innovative Ideas into products and projects.
- Exposure to process, principles and practices of methodologies like Agile and Scrum.
- Worked on Motorola P2K Browser Application Implementation, Networking and porting Browser to TI and QUALCOMM chipsets.
- Completed **Six Sigma** training and hold Yellow Badge for quality IQ in Motorola.
- **BE 2006** Graduate from **VTU**, Gulbarga in **Computer Science Engineering** with **71.10%** aggregate.

Apps PlayStore links

- MotoBody Fitness Application
- Motorola Help Application
- Motorola GuideMe Application
- Connected Music Player

Programming Languages: *core JAVA, C, C++.*
Data Languages: *XML, UML, JSON, GPB (Google Proto Buffer).*
Platform: *Android, Android Wear and P2K (Motorola proprietary mobile platform).*
Google Services: *SDK, NDK, JNI, Google App Engine, Google Cloud Messaging.*
OS: *MAC, Windows , Ubuntu , UNIX, and RTOS.*
Web Technologies: *HTML, WML.*
Chipsets: *TI, Qcom, Free Scale Semiconductor.*
Embedded OS: *VRTXMc, Nucleus, Rex.*
Debugging tools: *Android Studio, Eclipse, Android Debugging Tools, JHAT, MAT, GDB, Trace32, OpenIce.*
SCM: *GIT, SVN and Rational Clear Case.*
Defect Tracking: *DDTS, JIRA, iDart.*
Quality/Review/inspection: *Gerrit, Dissect.*
Other tools: *All other Android Tools, DDMS, RSD Lite, QXDM, QPST, QCA*

Android Key Projects

- ***Jan 15 to till date, Motorola Fitness/Wellness Application***
  Motorola fitness/wellness application designed to provide end-to-end fitness and wellness experience. The experience designed for both Motorola smart watch and smart phones. I am responsible for designing/coding entire fitness app on the android wear and phone. (Can't give much information, as project is under way and confidential). Android-PlayStoreLink

- ***Aug 14 to Dec 14, China re-entry program.***
  Delivered entire suit of china based core apps onto all Motorola products, which was targeted for China market. Responsible for evaluating, analyzing, implementing google app's replacements(aMap,iFlyTek,Lenovo apps etc) for china region for all china carriers.

- ***Feb' 14 to July 14, Enhancement to Motocare application.***
  Added support for Motorola Streams and Motorola discussion board into Motocare app.
  User can add/comment on the discussion topic which can be started by them or other Motorola users. This feature is for engaging Motorola device fan base to discuss any of their device related issues.
  User can see the stream of new promotions by Motorola or by any other subscribers.
  I was involved in design & implementations of these features on to Motocare app. Android-PlayStoreLink

- ***Apr 13 to Feb' 14, Motocare (Customer facing support) app.***

  This application is basically an integration of Motorola CRM onto

device.User can chat/call with Motorola support agents to solve the issues they face on the device. This application was also responsible for generating tips for users, based on the user device usage pattern ex: Generate battery usage tips if an app is consuming lot of battery. I was involved in design & implementation of the app. Android-PlayStoreLink

- ***Jan'13 to Mar'13, Stabilization of Core Android Applications on Jelly Bean.***

- ***Mar '12 to Dec'12, Design and Development of Guide Me feature.***
    - *Guide Me feature is intended for first time smart phone buyers, to help them use all the features of the smart phone. It provides a comprehensive list of interactive help content across multiple applications like Homescreen, Contacts etc*
    - *For more info visit:* https://www.youtube.com/watch?v=A4g373FB_BM
    - *I designed/architected the app and implemented the core modules. All interaction "quests" (an interactive tutorial) are completely encoded in XML and applications can declare that they have quests in their manifest files. When such an application is installed on the phone the Guide Me application would parse the XML and add the "quest" to its list of available ones, presenting user a comprehensive list available.*
    - *Technologies used: UML, Android, Java, XML, JSON, Git.*

- ***June '11 to Mar'12, Development of "MotoCast" Music client.***
    - *Motocast solution is a personal cloud solution by Motorola. By using Motocast users can access all their content on remote PCs/Macs from their phones. All file formats are supported for downloading. Music & videos can be streamed too.*
    - *For more info:* http://www.mymotocast.com/
    - *I was responsible for low level design of the connected music client from which user could stream all music collection on their PCs/Macs. This was particularly challenging considering that the size of the personal collection could be in the range of 50K . Ability to scroll through a collection of 50K item on a memory constrained device like android smoothly was a hard engineering problem to solve.*
    - *Technologies used: Android, Java, Git, UML*

- ***Oct '09 to Aug'10, Development of Connected Music Player(CMP) the enhanced Shoutcast & Podcast client.***

    - *Connected Music player is an enhanced Music player for android. Apart from local music it also had Shoucast Radio, a podcast client. It is capable of generating user specific recommendations and could display lyrics of the song being played on demand.*
    - *I was responsible for design and complete implementation of the podcast client. Was also responsible for initial design of*

the shoutcast client. Also implemented app widgets for the app.
- o *Technologies used: Android, Java, Git, GPB, XML*

- **Aug'09 to Oct'09, Development of a "Sticky Note" app widget**
  - o *Was responsible for design and development of Sticky Note app widget with capability of saving content on Motorola Blur cloud. This way content would be saved even if user lost a phone and then logins on a different phone.*
  - o *Technologies used: Android, Java, Git, JSON*

- **P2K Browser Code Maintenance.**
  This project involves maintaining the Motorola and Opera Browser code for the following modules.
  - o *Screen3, XML Rendering, XML Dialog.*
  - o *GBAP and Opera App.*
  - o *Bookmark, Web Sessions, Inet , Autorun.*
  - o *Implemented Features like RSS Feed Reader Application for T-Mobile and Support of Omega Wheel navigation for new TI products.*
  - o *Role: Code maintenance and enhancement.*
  - o *Programming Language: C, C++.*
  - o *Debugging tools : jTAG, OpenICE, Lauterbach.*

  I was responsible for analyzing the issue, finding the root cause, fixing and Unit testing.

Achievements

- *Stood first in college for 1st & 2nd semesters during Engineering.*
- *Consistent technical performer in Motorola and award "Bravo" Motorola technical excellence award.*

Personal Details

Date of Birth   : 15-May-1985.
Languages Known   : Kannada, Hindi, English.
Visa   : US Visa, valid till 12-Nov-2018.
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