

EXPERIENCE SUMMARY:

- Shruti has around **5.5 years** of experience in Information Technology, with **5 years** of experience has an **Android Developer**.
- Extremely passionate about Android development.
- Worked with latest technologies, thirst to learn more about new technologies.
- Active member on **Stack Overflow**.
- Love to explore latest technologies.
- Experience in Object-oriented technologies, experience in the **SDLC** and Scrum methodology.
- Strong analytical and problem solving skills, Coding skills, excellent communication, presentation skills and a Good team player very good knowledge in implementation of modular programming.
- Capable of working in large projects with fast-paced deadlines and deliverables. Commitment to teamwork concepts and consistent high performance.
- Quick adaptability to new technologies
- Proficient in **Android application framework**: Activities, Intents, Intent-Filters, Services, Content Providers, and Broadcast Receivers.
- Experience in **Android UI toolkit**: Custom views, Views, Adapters, Materialistic Design concepts such as Recycler view, Card view, List views, Grid views, etc.
- Worked with **Android Animation**: Value Animator, Object Animator, Animator Set, Layout Animations, Interpolators, Animating Views, Viewpropertyanimator.
- Worked on **Android Connectivity**: Async task, Multithreading, Socket Connections, and JSON.
- Experienced in working on **Java, SQLite**.
- Worked on **Advance API and Libraries**: Retrofit, Picasso, and Volley.
- Experience with **Android SDK tools**: Debug, AVD, DDMS Log cat, Android debug bridge(ADB), Monitor, Monkey, ant
- Experience in developing application using **Eclipse IDE, Android Studio**
- Having experience on web application development using **CSS, HTML**.
- Excellent analytical skills with **Expertise in Good UI Design, coding, Analysis, Debugging and Testing**.
- Good experience in **Hardening test, and feature testing** with the basic Knowledge of scripting.
- Experience in **Analytics**.
- Experience in Kotlin.
- Used **Firebase** for authentication, storage, real time databases, analytics and messaging.

REPOSITORY:

<https://github.com/snallari>

PUBLISHED APPS

TIAA: <https://play.google.com/store/apps/details?id=com.mobile.tiaa.cref&hl=en>

PRINT PORTAL: <https://play.google.com/store/apps/details?id=com.xerox.mobileprint>

RELEVANT EXPERIENCE:

Client: TIAA

(Nov 2015-Present)

Company Website: <https://www.tiaa.org/public/index.html>

Role: Software Engineer (Android Developer)

Source: <https://play.google.com/store/apps/details?id=com.mobile.tiaa.cref&hl=en>

Project Title: TIAA

Platform: Android, Java, SQL

Team Size: 5

Description: This applications is useful for TIAA-CREF users to look at there retirement balance, account details,

Responsibilities:

- Experienced in retirement management and asset management services.

- Worked on **Android UI SDK** such as **view pager, card views, tab layouts, recycler views, coordinator layouts, bottom sheets.**
- Worked on **MI graphs** to make graphical representation in Mutual fund accounts.
- Consumed **JSON** and populated on views.
- Implemented many new features such as **PRR, Brokerage, Life Insurance, After Tax Annuity, Immediate Annuities, Mutual fund, Force upgrade of app.**
- Implemented **polling feature for real time data.**
- Worked on **Account Details Preview:** users can view account information without signing up.
- Worked with **JSON parsing** and created **data models**
- Worked with **GSON.**
- Worked on **Touch listeners, Custom views.**
- Worked with Animations API such as **Value Animator, Object Animator, Animator Set, Layout Animations, Interpolators, Animating Views, Viewpropertyanimator**
- Worked with third party libraries such as **OKHttp, Layout. Retrofit, Picasso.**
- Experience in doing Test Driven Development with **Robospock.**
- Worked on **Analytics and Bloodhound.**
- Redesigned development of many features.
- Good command on **Web services, XSD and XML.**
- Worked with **groovy.**
- Worked with **Accessibility API**, to provide app access to disable people.
- **Debugged and Tested** application.

Client: Xerox Corporation, Webster, NY

(Jun 2014-Nov 2015)

Company Website: <http://www.xerox.com/>

Role: Software Engineer (Android Developer)

Source: <https://play.google.com/store/apps/details?id=com.xerox.mobileprint>

Project Title: Print Portal 3.0

Platform: Android, Java, SQL

Team Size: 8

Description: Print Portal is used to make a secure print, either by using our in-app email, camera, file manager, share feature. It allows you to get the list of all your nearest printers and send a printout. Added Local Print feature to Print Portal and made UI improvements to match the latest lollipop version.

Responsibilities:

- Implemented many new features like job status stack, local printers.
- Worked on redesigning features.
- Designed custom UI like **Swipe to Delete, Refresh List View, list view, tabbed navigation.**
- Converted Image files to PDF using **PDFjet** library.
- Implemented **material designing concepts** such as **Recycler View, Card View, and Transition Animations.**
- Worked on parsing **JSON** responses.
- Implemented new **styles and themes**
- Worked on **Fragments, Navigation Drawer.**
- Made new layouts using **XML.**
- Worked with **Action Bar Sherlock** for versions below ICS.
- Worked extensively on UI such as **Action Bar, Custom Views, Expandable List Views, Custom components, Navigation drawer, Dialog Boxes, Web view, View Pager, Notifications.**
- **Worked on storage API** using, **Shared Preferences, Bundle, and SQLite** databases.
- Worked with advanced framework such as **Camera API, Phone API.**
- Intensively worked on **Adapters.**
- Worked with **Google Map API** to printer locations.

Client: Green Vision Solutions, Novi, MI

(Jun 2012 - Jun 2014)

Role: Software Engineer (Android Developer)

Project Title: Employee Tracker

Platform: Android, Java

Team Size: 4

Description: It's an in-house project that helps HR to control the employees' attendance, automate monthly timesheet formats, and integrate all the data into automatic monthly invoices.

Responsibilities:

- Responsible in understanding and implementing the requirements.
- Developed user-friendly UI using **fragments, Activities, Menus, Dialogs and Views (List View, Expandable List View, Scroll View)** as per client need.
- Extracted the data from **REST** using **Socket Connections, Services, and Content Providers** and displayed them on the Activity. Which involved controlling of multithreading using **Handlers**
- Used **JSON** to connect to **web services**.
- Used **9 Patch** tool to design catchy UI.
- Created layout for multiple Screen Resolutions.

Project Titles: Dungeon Hunter 4, Asphalt 7, Cosmic Colony and Gangster 4.

Platform: Android, Java.

Team Size: 4

Description: Development of Android Games, optimization and implementation of android specific modules.

Responsibilities:

- Implemented the **push notification** system which works with local and remote servers.
- **In-App purchases** implementation including communications with Google services, etc.

Project title: Audit

Platform: Java, Android, XML, SQLite

Team Size: 4

Description: Development of an Android application to make internal.

Responsibilities:

- Participated in the analysis and documentation of customer's requirements.
- UI development with **Activities, Fragments and binded data in a dynamic list view**.
- Used **AsyncTask** to avoid **ANRs** in the activity
- Used **Custom Views, and Themes**
- Designed and implemented the Data Model with **SQLite**.
- Developed the application's view with the proper controllers.
- Debugging using Eclipse android plugin and **DDMS** tool.
- Customer meetings for feedback and delivery.

Project title: Get a Book

Platform: Java, Android

Team Size: 4

Description: Check the availability of books in the library.

Responsibilities:

- Involved in full life cycle, from design and development, of an Android application.
- Used **multi-threading** to implement **parallel processing**.
- Managed and developed **Activities, Services, and Fragments**.
- Used **Android SDK** and **Eclipse IDE** for development.
- Integrated with the **Google Analytics** which provides powerful digital analytics of the users.
- Integrated to the **Ad Mob SDK** to monetize and promote the mobile application.
- Worked with **XML** to check the availability of books in a library and make a request
- Used **SQLite** to set up the databases
- Cached the entries for suggestions.

Project title: Thirst for Revenge

Platform: Java, Android.

Team Size: 4

Description: It is a gameplay consisted of a naval base which has to be protected by the enemy airplanes.

Responsibilities:

- Planned and developed an Android game consisting of a base avoids getting hit by airplanes using stones as weapons.
- Build many **Custom Views** and made use of advanced UI.
- Used **Handlers, AsyncTask, and Services** to run the background long running task.
- Managed the lifecycle of **Activity, Fragment and Services**.
- Used **Multithreading** concepts.
- Used a **Multi Touch Handler** to control the naval base getting attacked from the air planes.
- Did Rendering on the screen using Surface Handler and animations to move airplanes.

Client: Krest Technologies. India.

(Déc. 2011- Jun 2012)

Role: Software Engineer (Android Developer Intern)

Project Title: Internal projects

Platform: Android, Java

Team Size: 2

Description: Work for different purpose projects for internal use.

Responsibilities:

Developed My Math Cravings Android Application in 2 months.

- This task involved setting up the **Activities, UML diagrams**, and defining the scope.
- Collaborated with the UX team to deliver **UI assets, images** etc.
- Worked on **shared preferences** to store the user scores.
- Worked on **SQLite databases** to store the user top 10 scores.
- Performed application testing on all devices.

Client: Pantech Solutions Inc. India.

(Jun 2011-Dec 2011)

Role: Software Engineer (Intern)

Project Title: Internal projects

Platform: HTML, CSS 3, JavaScript

Team Size: 3

Description: Work for different purpose projects for internal use.

Responsibilities:

- Developed small web application for a mall in India
- It has navigation pane, external links, internal site navigation and a form which can submit any query about the site.
- Took different web applications development and testing technologies courses.

Project Title: Internal projects

Platform: .Net

Team Size: 3

Description: Work for different purpose projects for internal use.

Responsibilities:

Worked with applications such as banking, hotel Room's selection, football stadium seating. Helped to create the use of appropriate buttons, pictures and messages. Used Java API such as threads, exception handling,

Project Title: Internal projects

Platform: Game designing

Team Size: 3

Description: Work for different purpose projects for internal use.

Responsibilities:

Super Rainbow Reef: There is a star fish and an object called katch they fight against biglegs which are peace killing environment for star fish and katch. The user needs to kill the biglegs using katch which supports the star while moving. The user has to protect the star and kill the biglegs.

HIGHER EDUCATION:

Jawaharlal Nehru Technological University

Bachelor of Technology

ANDROID SKILLS:

Application Framework:	Activities, Intents, Intent-Filters, Services, Content Providers, and Broadcast Receivers.
UI Toolkit:	Custom views, Views , Adapters, Materialistic Design concepts such as Recycler view, Card view, Transition Animation , Listviews, Grid views,
Connectivity	Async task, Multithreading, Socket Connections, HttpURLConnections, HttpClient
SDK tools:	Debug, AVD, DDMS Log cat, Android debug bridge (ADB), Monitor, Monkey, ant
IDE	Eclipse, Android Studio
Third Party Libraries	Retrofit, Picasso, Volley. Robospock, PDFJet, OKHttp
TDD	Junit, Groovy
Analytics	Bloodhound
Language	Java, Kotlin
Cloud	Firebase

TECHNICAL SKILLS:

Languages	Java, C, C++, C#, VB, HTML, CSS, JavaScript, JQuery, Ajax, SQL, JSON, XML, XSD, JSON, Swift, Angular JS, Ionic, Kotlin
Frameworks/SDKs	Android Application Framework, and .NET Framework 4.
RDMS	SQLite, MySQL, MS Access.
Methodologies	Agile, Scrum.
IDE	Eclipse, Microsoft Visual Studio, Android Studio, XCode.
Operating Systems	Android, Windows, IOS, and Linux.
Modeling Language	UML (Rational Software).

Version Control	Git, Team Foundation Server, Jenkins, Accurev,
Tools	Microsoft Office, Google Docs, Diff Tools
Cloud	Firebase
Version Control	Git, Team Foundation Server, Jenkins, Accurev,
Tools	Microsoft Office, Google Docs, Diff Tools