

# Bindu Madhavi

## Android Developer - Motorola

Alpharetta, GA - Email me on Indeed: [indeed.com/r/Bindu-Madhavi/83d790d3d27edc96](https://www.indeed.com/r/Bindu-Madhavi/83d790d3d27edc96)

- Around 7 years of experience as Software Developer with 4 years on Designing and Development of Android Applications for smartphone and tablet and around 3 years on Java based applications.
- Very good understanding of Android Back-end and UI guidelines.
- Expertise in developing apps using SQLite, Java, XML, Google Maps API and GPS Location Data.
- Excellent knowledge and working experience in Android SDK, Eclipse IDE, Application Stack and Android Architecture. Focused on synchronous and asynchronous concurrency models, background processing with AsyncTasks and Services, IPC, AIDL, Storage and retrieval of structured data, fragments and broadcast receivers.
- Expertise in working with public APIs, such as Twitter, Facebook, Google, YouTube.
- Extensively worked on memory leaks, push notifications, content providers, multiple screen support, data offline usage, accounts and sync on Android.
- Experience in Bluetooth.
- Experience in Architecture Design, Development and Implementation, Troubleshooting and Debugging, Testing of Software Applications.
- Working knowledge of graphic design, audio and video features and handling various kinds of media using Photoshop, Flash.
- Have worked extensively on various stages of application development, viz., collecting requirements, and providing guidelines for design, creating application architecture, implementation that includes various stages in development, QA, code signing and releasing to Market.
- Have interacted with customers regularly during development of the mobile applications.
- Dedicated team player, quick learner, self-starter, excellent analytical, design and problem solving skills.
- Always curious to learn new skill or a new technology.

## WORK EXPERIENCE

### Android Developer

Motorola - Sunnyvale, CA - November 2012 to Present

Google Play Link: <https://play.google.com/store/apps/details?id=com.motorola.genie&hl=en>

Description:

Motorola Help lets you view FAQs, tutorials and tips about your device. Also, you can get direct access to Motorola Customer Care when you need more assistance with your phone.

**Responsibilities:**

- Designed screens related to categories and detail pages for this application.
- Developed quick search functionalities in this application.
- Involved in requirement gathering and designing of the application.
- Responsible for consuming the REST services, getting a JSON response and parsing them to get the required information.
- Implemented the Dashboard, Action Bar, Quick action UI Design Pattern and Draw-9 Patch Images.
- Worked on local data storage using SQLite.
- Worked on the Android AsyncTask service to update List View Screen.
- Implemented the Android animation style & gesture events to flip the Screen/Layout.
- Implemented in Android App for persisting java objects to SQLite Database.
- Involved in developer testing by porting the app on multiple devices with various screen sizes.
- Worked with design/UX team to create user-friendly, aesthetically pleasing, and full functional UI.
- Followed the agile methodology for implementing the project.
- Had to closely work with QA team while fixing bugs.

Environment: Android SDK, Android API's, Eclipse IDE, XML, HTML5, SQLite and JSON

## **Android Developer**

Sapient - Atlanta, GA - June 2011 to September 2012

Google Play Link:

<https://play.google.com/store/apps/details?id=air.com.sapientnitro.sapientwsc&hl=en>

**Description:**

Sapient's FlySmart makes gives you the power to know everything the airport knows in the palm of your hand. Combining real-time flight data and push notifications with concessions listings and airport venue maps powered by BingTM, FlySmart makes it easy to travel with confidence every time you fly.

**Responsibilities:**

- Worked with the Android SDK, and implemented Android Bluetooth and Location Connectivity components.
- Used SQLite to cache the data received from the RESTful web services.
- Constructing HTTP requests, fetching server response and parsing feeds wherever required.
- Analysis of mobile application code for re-engineering.
- Involved in requirement gathering and designing of the application.
- Responsible for consuming the REST services, getting JSON response and parsing them to get the required information.
- Implemented Google Maps API v2 with forward and reverse geo-location.
- Integrated location based services using Google Maps API to display locations of the nearest stores.
- Implemented unique design for portrait and landscape mode.
- Handling XML data using efficient parsing techniques such as DOM parser.
- Used GIT-HUB as our project version controller, where used to commit and push the developed, working code
- Work closely with the web application development team to ensure proper integrations between mobile application and web application.
- Tested the application on various Android devices.
- Used Crashlytics, while testing the application, so as to verify the proper free-flow working of the application

Environment: Android SDK 4.4, Eclipse IDE, JSON, REST Web Services, XML, Crashlytics, Trello-board, Action-Bar and GIT-HUB.

## **Android Developer**

SARASOTA County Schools, Florida Virtual School - October 2010 to May 2011

Google Play Link: <https://play.google.com/store/apps/details?id=com.app.emantras>

### **Description:**

Mobile learning application that supports a dynamic, unstructured way of learning. Mobl21 is a product for Greater content capacity to implement school, university or district wide initiatives. Accessibility multiple devices and environments like Mobile devices, PC & Online in distracted learning. This can divide into three major parts one is Study-guide, second is Flashcard and third one is Quiz. The study material and flash card and Quiz which may contain content, image, audio, video and HTML5 Interaction format. The end user can access and download into Android smart phones, Android Tablet's and play back through Android device store in SQLite.

### **Responsibilities:**

- Requirement Analysis, Module level designing, UI design, Development and Deployment in the marketplace.
- Implemented unique UI design for portrait and landscape mode.
- Implemented custom List View UI Design, list view drag and drop features to rearrange the list view.
- Implemented the Search functionality against with list view.
- Worked on local data storage using SQLite.
- To develop the HTML5 Course Interaction using HTML5, Js, JQuery & CSS.
- Worked on an Android service to download and upload content from back end web server via REST API.
- Worked on an Android Service to implement the Push Notification.
- Implemented Pagination concept, Custom Video & audio Player.
- Worked with android components such as activities, intents, services, and custom UI components such as Text View, List View, customized List View, layouts, Tab Layouts, Web view, gestures events and menus.
- Implemented Custom UI design for Small screen and large screen Mobile Devices, Development and Implementation.
- Work with design/UX team to create user-friendly, aesthetically pleasing, and full functional UI.
- Developing mobile apps that fit into their CPU, memory and battery constraints, while making sure the code is efficient, maintainable, reusable, and extensible
- Implemented the web view component to run the locally downloaded course Material (Js, JQuery & HTML5 pages)
- To track the HTML5 Course User information usage report.
- Analyze Mobile application code for reengineering.

Environment: Android SDK, Java, REST API (XML), SQLite, PHP, MySQL, HTML5, JavaScript, JQuery, CSS & Eclipse IDE

## **Java programmer**

Cyber-NY, USA - April 2009 to September 2010

### **Description:**

REED helps publishers create and manage content cost effectively, rapidly and without depending on a technology team. REED allows publishers to take advantage of true XML tagged content and use various commercial options that current digital technologies provide. It is also a tool to create a learning environment.

Responsibilities:

- Gathering, analysis & module level designing and development.
- Implementing security framework to avoid cross site scripting.
- Gathered user requirements followed by analysis and design. Evaluated various technologies for the Client.
- Developed HTML and JSP to present Client side GUI.
- Designed the HTML based web pages for displaying the various platforms.
- Designed and developed the presentation layer using JSP, servlets, HTML and SiteMesh framework.
- Developed Java classes and JSP files.
- Extensively used XML documents to translate the content into HTML to present to GUI.
- Developed dynamic content of presentation layer using JSP.
- Develop user-defined tags using XML.
- Fixing the bugs identified in test phase.

## **Java Programmer**

NDS Pay TV services - Bangalore, Karnataka - August 2007 to December 2008

Description:

Stock application for Astro STB application enables the user to get current information on the stock market. The stocks can be viewed alphabetically or by the order of their codes. Also, the user can mark their favorite stocks and view their status on their favorite's page. The updates are real time based on the market statistics.

Responsibilities:

- Designed and developed the UI to be viewed on the STB.
- Implemented the favorite's page where the user can bookmark their favorite stocks.
- Implemented an alert function when there is a significant change in their favorites.
- Integrated Ads for this application.
- Responsible for general maintenance of application library and debugging.
- Developed business logic layer and data access layer.
- Designed the layout of user interface.
- Wrote global methods for FAQs/support, help, contact, general information pages which displays in the same page with hiding/visible sections for better performance of site.
- Retrieved dynamic content data for all content pages.
- Tested application with unit testing, manual testing and writing test classes.

## **ADDITIONAL INFORMATION**

### **SKILLS**

Operating System: Windows 7/Vista/XP, Mac OSX, Android, Ubuntu

Languages: JAVA, C, C++, JSON

Scripting Language: JavaScript 1.0/1.5

Databases: SQL, SQLite, MySQL

Web Designing: HTML5, CSS, XML, UML, Web Logic 6

Version Control Tools: CVS, SVN

Web/Application Servers: Tomcat, IBM WebSphere

Framework: STRUTS, spring, Junit, AJAX

Android Skills: Android SDK (1.5 to 4.2) Tablets/Smartphone, ADT

Other Skills: Dreamweaver, Photoshop, Flash