

Guna S

Android Developer - Verizon Communications. INC

Dallas, TX - Email me on Indeed: [indeed.com/r/Guna-S/0de350e85f5ccd4d](https://www.indeed.com/r/Guna-S/0de350e85f5ccd4d)

- Over 8 plus years of Software Design and Development Experience in Java based applications.
 - Over 4 years of experience on smartphone and tablet development experience. Developed various Android applications across versions, with a good understanding of Android Back-end and UI guidelines.
 - Experience in web service protocols such as JSON, HTTP, and XML.
 - Expertise in developing apps using SQLite, Java, JavaScript, XML and HTML5.
 - Extensively worked on memory leaks, push notifications, content providers, multiple screen support, data offline usage, accounts and sync on Android.
 - Have developed applications in such a way that device adaptability (Android device forms and SDK levels) is default architecture imperative.
 - Experience in testing framework - Genymotion, Espresso and Robotium.
 - Experience in Object Oriented Architecture, Design and Programming from design to implementation.
 - Experience in developing applications using Java, J2EE, Struts, Spring and JSP.
 - Experience in architecture design, development, Bootstrap and implementation of software applications and testing.
 - Experience in various JAVA/J2EE technologies such as J2EE [...] JRE [...] JDBC 3.0, JSP 1.2/2.0, Servlets 2.3/2.4, JSON, Struts 1.2 and RESTFUL Web Services.
 - Proficient in Android applications development involving User Interface development, Shared Preferences, Notifications, Adapters, Content Provider, Services, XML Parsing, SQLite and Telephony Manager, HttpClient, Google Maps, AsyncTask, Libraries.
 - Exposure in cloud integration like Google Drive, Dropbox with Android application.
 - Experienced of working on Android platform and customizing it as per requirements.
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- Dedicated team player, quick learner, self-starter, excellent analytical, design and problem solving skills.
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- Knowledge on designed platform abstraction layer (PAL) over Android HAL framework to interface the tightly coupled proprietary platform from native architecture.
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- Experience on Android HAL customization.
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- Knowledge on Native code.
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- Good exposure in troubleshooting and debugging Android applications.
 - Hands on experience in deployment & publish Android application on Google Play market
 - Well-versed in developing GUI using Interface design principles for Android mobile and tablet devices.
 - Ability to multi-task in a complex production environment.
 - Ability to work independently and as part of a team in a fast-paced environment in order to drive a task through to completion.
 - Excellent communication and interpersonal skills.
 - Always curious to learn new skill or a new technology.
 - Worked with React Native framework on iOS for building native applications.
- Willing to relocate: Anywhere

WORK EXPERIENCE

Android Developer

Verizon Communications. INC - Dallas, TX - November 2015 to Present

App: Cimcon Lighting

Description: Verizon Communications, Inc. is an American broadband and telecommunication company, the largest U.S. wireless communications service provider as of September 2014, and a corporate component of the Dow Jones Industrial Average.

Responsibilities:

- Used GPS provider to quickly find location and navigates the directions to the nearest Store locations.
- Developed the activities and fragments for impressive user friendly UI.
- Used web views, list views and populated lists to display the lists.
- Maintaining high performance, reusable, and reliable Android applications.
- Responsible for consuming the REST services, getting XML, JSON response and parsing them to get the required information.
- Integrated location based services using Google Maps API to display locations of the nearest stores.
- Worked with different types of maps: Gmaps, Map quest, ArcGis
- Used Android SDK and Eclipse IDE for development.
- Used SQLite to cache the data received from the RESTful web services.
- Started working on React Native framework for new applications.
- Tested applications on various android devices and maintained quality code.
- Participated in code reviews and peer reviews.
- Worked with QA team for testing the applications with the test cases.

Environment: Android Studio, Android5.0 API (API level 21), React Native(Xcode), GitHub, XML, JSON, HTML5.

Android Developer

Daimler Trucks North America, LLC - Portland, OR - September 2014 to October 2015

Description: Daimler Trucks North America is also a leading provider of heavy-and medium-duty diesel engines and other components. The company's strategic partners in the North American commercial vehicles market include Daimler Truck Financial, TravelCenters of America and Petro Truck Centers

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.
- Followed the AGILE methodology to implement the project.
- 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

- Working closely with the web application development team to ensure proper integration between the mobile application and the web application.
 - Using Crashlytics, while testing the application, to verify proper free-flow working of the application.
 - Testing the application on various Android devices
 - Worked closely with the web application development team to ensure proper integration between mobile application and web application.
 - Tested the application on various Android devices.
 - Identifying issues and fixing bugs.
 - Help to maintain quality code.
 - Used Crashlytics, while testing the application, so as to verify the proper free-flow working of the application.
- Environment: Android Studio, Android 4.2 API (API level 17), IntelliJ IDEA, GitHub, XML, HTML5.

Android Developer

Microsoft - Redmond, WA - July 2013 to August 2014

Description: Microsoft Corporation is an American multinational technology company headquartered in Redmond, Washington, that develops, manufactures, licenses, supports and sells computer software, consumer electronics and personal computers and services.

Responsibilities:

- Worked in different phases of the project cycle like design, development and testing.
- Used GPS provider to quickly find location and navigates the directions to the nearest Store locations.
- Developed the activities and UI layers.
- Used web views, list views & populated lists to display the lists.
- Maintaining high performance, reusable, and reliable Android applications.
- Responsible for consuming the REST services, getting XML, JSON response and parsing them to get the required information.
- Integrated location based services using Google Maps API to display locations of the nearest stores and service centers.
- Enabled the application to use the Camera feature to scan a document and upload the check using SQLite.
- Used Android SDK, Android NDK and Eclipse IDE for development.
- Tested the app across different versions of Android and different android phones to assure quality and performance.
- Worked closely with another mobile app developer, leading the other platform development.
- Implemented customized web view component to load an SWF file and HTML data.
- Implemented the required GUI by making modifications to the XML files.
- Work closely with the web application development team to ensure proper integration between Mobile application and Web application.

Environment: Android Studio, Android 4.1 API (API level 16), IntelliJ IDEA, GitHub, XML, HTML5.

Android Developer

Twicular Inc - Silicon Valley, CA - November 2011 to June 2013

Description: This is a high traffic mobile application where the user can view a list of grocery stores, and the app points you toward weekly specials from stores such as Walgreens, CVS, Target, Walmart, Family Dollar, Publix and so on.

Responsibilities:

- As a team member, I was involved in the design and implementation of the UI, classes, architecture and activities of the mobile application
- Used Frame Layout method to show background images of the app.

- Involved in implementing Async task for the background operations.
 - Developed the app to adapt to different orientations (Landscape/Portrait) and various resolutions (xxhdpi/xhdpi/mdpi/hdpi) based on the device
 - Added a feature to app to detect internet connection status before making any HTTP Requests.
 - Experienced in developing app handling XML data using efficient parsing technique such as DOM/JSON parsers.
 - Worked on Generic Grids and Custom List Views to list the XML feeds.
 - Developed the application to enable it to adapt to different orientations (landscape/portrait), and various resolutions (ldpi/mdpi/hdpi) based on the device.
 - Utilized web-services (HTTP based, XML, SOAP, JSON), in order to tie our applications to critical server-side APIs.
 - Implemented the XML Parser class to parse the XML feed from the URL.
 - Implemented the event reminder feature into the app using services, async tasks and alert notification API.
 - Deep knowledge of AngularJS practices and commonly used modules based on extensive work experience.
 - Analyzed data to identify issues in technical processes.
 - Used Android content providers for implementing features like sending E-mails, SMS, etc., from the app.
 - Applied knowledge of SQLite and data persistence to develop an offline feature that allows the user to access app without network connection.
 - Designed the app to take pictures with a camera at any time to collect images.
 - Used RESTFUL web services to consume a web service.
 - Used CVS for project management and version control.
 - Worked on debugging the application using Log cat, DDMS.
 - Worked on Cordova Geolocation, Connection and Storage.
 - Testing of Android applications for T-Mobile/ATT/Verizon carrier.
 - Running manual test cases to verify everyday sanity build.
- Environment: Android SDK 3.x, Eclipse IDE 3.6, JDK 1.6, XML, Java, JRules, J2EE, JSON,

Web Developer

Catalyst It Services, Baltimore, MD Sept - 2010 to October 2011

Description: The gaming portal enables the user to launch a game subscribed by them. The application also gives the user a summary of the various games available and information for subscription and their game status. New game updates are added on the launch of the application.

Responsibilities:

- Developed front-end screens using JSP, Custom tags, Java Script and Tag Libraries
- Designed and developed components under J2EE architecture using Servlets, JSP's and EJB
- Modeling and generation of code snippets for whole project using Master Craft & Rational Rose.
- Involved in detailed business analysis, flowcharts, preparation technical specifications,
- Developed the functionality of the game portal.
- Implemented 'update on launch' feature.
- Developed the navigation through various UIs.
- Worked closely with the design team in implementing an engaging visual experience for the users.
- Involved in the detail system design and implementation of the specification.
- Worked on enhancement features for the list up loader and mailer modules and also fixed code defects.
- Created large database and various stored procedures and triggers.
- Developed Front-End user interface using JavaScript.
- Business logic is implemented using Spring MVC, spring security, Java, JSON.
- Hibernate is used as Object Relational Mapping (ORM) tool.
- Created session beans and involved in Hibernate transaction management.

- Created Test Plans and developed Test scripts for each class using JUnit and deployed successfully.
- Environment: Java, J2EE, Web Services, Hibernate, Struts2, spring (spring core, Spring AOP, spring security, spring web services).

Client: Trident Software, India

Role: Java developer March 2008 to Aug 2010

Description: The project is updating of existing web application of Vodafone customers to view and pay their bills over the Internet. This framework has different modules, like Enrollment for Online Billing, Payment Options, Payment Schedule Options, Payment Delivery Options, Payment History, E-mail Notifications and Integration to the SSO Framework (Single Sign-on).

Responsibilities:

- Worked with SDLC process like water fall model, AGILE methodology.
- Extensively used Core Spring Framework for Dependency Injections of components.
- Implemented the MVC architecture using Apache Struts Framework.
- Designed the Front-end screens using JSF, HTML, and CSS.
- Developed web Components using JSP, Servlets and Server side components using EJB under J2EE Environment.
- Designed and Developed persistence layer with Hibernate, jQuery.
- Created new tables in (DB) database.
- Worked on JDBC to select and update the data from the MySQL database.
- Used TOAD for all database query testing and optimizations.
- Scheduled jobs, Alerts using SQL Server Agent.
- Design and Developed using Web Service using Apache Axis.
- Developed Web Services using WSDL and XML.
- Used NetBeans for development and WebLogic Application Server for deploying the web application.
- Hands on experience in object oriented designing such as Encapsulation, abstraction and Polymorphism.
- Developed ANT scripts to build and deploy the application in the JBOSS Application Server.
- Created automated test cases using Selenium.
- Developed the Servlets for processing the data on the server.
- Designed the front end using Swing.
- Developed an application in Java using Oracle ADF framework.
- Design & Development of the User Interfaces using HTML, CSS and JSP.
- Designed the UML diagrams based on the OOAD principles.

Environment: Java Servlets, JSP, Java Script, XML, HTML, UML, Apache Tomcat, JDBC, Oracle, SQL, Windows.

EDUCATION

Bachelors of Technology in of Technology

Vaagdevi Engineering College - Warangal, Andhra Pradesh

ADDITIONAL INFORMATION

Technical Skills:

Operating Systems Windows 7/Vista/XP, Mac OSX, Android.

Languages JAVA, Objective-C, JavaScript, PHP

Markup Language HTML/CSS, HTML5, XML

Development tools Eclipse Galileo-Kepler, NetBeans 5.x, MS Visual Studio

Databases SQL, SQLite, MS-Access

Frameworks JDK, Android SDK, Hibernate3.0 & Spring2.0x, Phone gap, React Native

Web Servers Tomcat 6.0 & Apache HTTP Server, WAMP

Mainframes IBM z/VM

Other Tools/Software

Eclipse, Visual Studio 2010, Dreamweaver CS5, Photoshop CS5, Fireworks CS5, Illustrator CS5, Flex Builder CS5, Microsoft Office 2013, NetBeans, Notepad++, WordPress.