

# Gopika Mateti

## Android Developer - Coca-Cola

Alpharetta, GA - Email me on Indeed: [indeed.com/r/Gopika-Mateti/2cc9aa61d2ce3da7](https://www.indeed.com/r/Gopika-Mateti/2cc9aa61d2ce3da7)

- Over 7 years of overall IT experience in software design and development.
- Proficiency in developing and design of mobile and embedded technologies on mobile platform, Android version from 2.3 to 4.4 and also application development in Android SDK.
- Good exposure in troubleshooting, debugging and testing android applications.
- Extensive experience in building mobile applications using Android framework APIs (Location, Camera, Animations, Maps)
- Hands on experience using media framework using Android API and skills like multimedia usage, video, sound and graphics, networking.
- Complete mobile life cycle experience from design, development to deployment of mobile applications.
- Worked on JUnit, and used JSON testing framework and data interchange in Java and few databases like SQLite, MySQL.
- Used SCRUM-Agile software development method for managing application developments
- Used Repository Management tool across network operations.
- Worked with GIT to handle very large projects and GERRIT to submit changes for the project.
- Experience in building enterprise mobile applications using existing infrastructure Java/J2EE platform.
- Hands on experience in object oriented designing such as Encapsulation, abstraction, Polymorphism, Cohesion and Coupling.
- Experience in design and development of Rich Mobile Applications using JavaScript, XML, CSS, and HTML.
- Solid understanding of Java/J2EE architecture, object oriented principles and Object oriented analysis design and development for mobile and enterprise applications.
- Experience in version control systems like CVS, SVN and application servers like Tomcat.

### TECHNICAL SKILLS

Operating System: Windows Xp/200/NT/Professional, Linux/Ubuntu, MAC OS X Mountain Lion Android 1.5 to Android 4.4 Gingerbread, Honey comb, Ice cream sandwich, Jellybean, Kit Kat.

Languages: Core Java, J2EE, JDBC, JSP (JDK 1.5-1.7), C, C++, JQuery

Scripting Language: JavaScript 1.0/1.5

Databases: SQLite, MySQL, Oracle [...] DB2

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

IDE: Eclipse, NetBeans, MyEclipse, IntelliJ.

### WORK EXPERIENCE

#### Android Developer

Coca-Cola - Atlanta, GA - September 2013 to Present

Link: <https://play.google.com/store/apps/details?id=com.cocacola.droid.pushplay>

Description:

The Coca-Cola Freestyle app helps you find the nearest spot where you can explore endless possibilities. With our location finder, you can discover nearby locations that have a Coca-Cola Freestyle fountain with 100+ choices waiting for you. It also shows you where to get good deals from your favorite restaurants, movie theaters and more. Once you find a place to enjoy, you can earn badges and prizes by checking in and exploring all of the brands available. You can also use the app to explore and save your favorite brands.

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 integration 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**

Dow Chemical Company - Midland, MI - August 2012 to September 2013

Link: <https://play.google.com/store/apps/details?id=com.dow.snowglobe>

Description: Dow Snowglobe is an interactive snow globe. We can choose from different scene backgrounds and choose your own picture to resize and fit inside of the globe. Application allows you to shake or use your finger to swirl the snow around.

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 (ldpi/mdpi/hdpi) based on the device
- Implemented MotionEvent method to swirl the snow around with a shake.
- Implemented TouchEvent method to swirl the snow around with the use of finger
- Developed analytics for the application so as to keep a track of the app on which device and in which places it has been used.
- Designed and developed the request and response data to and from gallery.
- Participated in all the phases of SDLC from design, development through testing, porting and support of application.

Environment: SDK 4.4, Eclipse IDE, FrameLayouts, DDMS console and User Interface Design.

### **Android Developer**

FedEx - Memphis, TN - June 2011 to July 2012

Link: <https://play.google.com/store/apps/details?id=com.fedex.ida.android&hl=en>

Description:

Application provides a way to manage deliveries, track status of packages, find store locations and customize shipments and deliveries.

Responsibilities:

- Implemented Fragments on the main screen, On Click of each fragment takes to another tab.
  - Implemented List View, so as to show the different shipments and maps as a form of list.
  - Integrated location based services using Google Maps API to display locations of the nearest stores.
  - Worked closely with the testing team.
  - Worked in an Agile based environment.
  - Collaborated with web services team to implement the backend support.
  - Designed the web services to communicate with the Android application by using RESTful web services with the Spring 3 API, and JSON Parsing for the received responses.
  - Designed and developed the request and response data to and from database.
  - Implemented SQLite databases to monitor shipments.
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- Implemented customized web view component to load an SWF file and HTML data.
  - Created test cases and test data for testing the application using JUnit Extensions.
  - Performed Unit testing on the various modules/functions to ensure that the output is as expected
  - Used JIRA to track issues.

Environment: Android SDK 3.0, Eclipse IDE, Google Maps, AML and SQL Databases, JUnit, GPS Services, Phone gap.

## **Android Developer**

INRIX, Kirkland, Greater Seattle Area - October 2009 to April 2011

Oct 2009 -Apr 2011

Title: Traffic Maps&Alerts

Link: <https://play.google.com/store/apps/details?id=inrix.android.ui&hl=en>

Role: Android Developer

Description: Inrix Traffic Maps&Alerts Is the most accurate traffic, routing and road alert app that gives you control of your commute. Choose your fastest route, decide the best time to leave, know your arrival time in advance and share it with friends and family.

Responsibilities:

- Implemented/developed new screen GUI widgets, layouts, custom lists, custom layouts, custom adapters.
- Integrated Maps in the Mobile along with GPS location based implementation
- Implemented Network layer to manage network requests and Web Services parsers to handle server responses.
- Enabled Landscape mode and alert notifications.
- Created mechanism to show map Pins and traffic layer on the map based on data gathered in response to the web requests.
- Developed and managed 15+ Activities/Screens in the Android.
- Integrated SYNC in Ford Destinations Apps along with remote start feature using Bluetooth to enable voice base interaction.
- Involved in code reviews with peers.
- Worked on debugging the application using Logcat, DDMS

Environment: SDK 3.2, JSON, Eclipse IDE, Java DK 1.6, XML, DDMS, Logcat.

## **Java Application Developer**

ANL Parcel Service - Bangalore, Karnataka - July 2008 to August 2009

Description: It is a Distributed Application developed for ANL parcel service. The main purpose of this application is to enable the customers to trace their shipments. This application has two parts one deployed for Andhra Pradesh and Karnataka states and the other one for rest of the country. There are two query services for interactions with the data Layer GQS and PQS. PQS is a checkpoint query service language to keep track of new checkpoints arrived which communicates with SUB application, which in turn talks with IBM MQ Series.

Responsibilities:

- Analyzed all business functionality related to ANL services.
- Developed technical specifications for various back end modules from business requirements. Specifications are done according to standard specification formats.
- Experience in EJB, create new as well as modified the existing as per requirement.
- Developed back end interfaces using Business Delegates and Data Access Objects (DAO) for interacting with Informix.
- Used EJB QL for retrieving data.
- Utilized Java Mail service to communicate between GEMA and Non GEMA application.
- Responsible for SQL tuning and optimization using Analyze, Explain Plan, TKPROF utility and optimizer hints.
- Suggested and converted several existing UI for better user interaction.
- Has developed JSP's as part of UI layer
- Was involved in unit testing and System testing for new Requirements.
- Involved in communication with Business people for clarification on Business Requirements.
- Has developed test cases for business functionalities.

Environment: Java, J2ee, Hp-UX 11i, Web logic 6, MySQL, Windows, UNIX.

### **Java UI developer**

NDS Pay TV services - Bangalore, Karnataka - November 2006 to May 2008

Bangalore, INDIA Nov 2006 - May 2008

Title: Gaming portal for Bharati Airtel STB

Role: Java UI developer

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 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)

## **EDUCATION**

### **Bachelors in Computer Science**

Osmania University - Osmania University, ANDHRA PRADESH, IN  
March 2006