

# Sunita AG

## Android Developer

Piscataway, NJ - Email me on Indeed: [indeed.com/r/Sunita-AG/fc328c8258af8120](https://www.indeed.com/r/Sunita-AG/fc328c8258af8120)

6+ Years of experience of Design, Development and integration in Mobile Application Development on Android platform.

- Currently client :Samsung Electronics America, for 4 years.
- Strong experience in Java, Object Oriented concepts, Design Patterns, Data Structure and Algorithms.
- Worked on Android OS Version: Android 1.5, 2.0, 2.3, 3.0, 4.0, 5.0.
- Expertise in developing android applications using Android studio, Eclipse IDE, SQLite, Linux, Android SDK and ADT plugin.
- Excellent knowledge of working in Android SDK and various Android components like Activities, Content Providers, Services, AIDL, background processing with Async Tasks, Notification Manager, Android UI toolkit, Fragments, Loaders, Adapters, XML Layouts.
- Experience in using Android Debugging tools like ADB, DDMS, Lint. Used tools to optimize the application like Hierarchy Viewer, Trace View, Overdraw Debugger. Takes care of memory management by scaling of bitmaps, unregistering receivers, stopping services when not in used etc.
- Have knowledge of consuming REST API's from a cloud based Customer Service Platform and parsing the web response data in both XML and JSON format.
- Understanding of different design patterns used in Android framework like MVC, builder, singleton, Adapter, Observer etc.
- Performed testing of the individual modules using Junit framework and Instrumented unit tests.
- Worked on core applications like Email, Calendar & Contacts.
- Followed SDLC (Analysis, Design, Development, Review, Testing), Scrum, Agile Practices in Projects.
- Proficiency in designing application for different Carriers (Verizon, ATT, TMO) for different screen sizes.
- Strong experience in Communication with Cross functional globally located teams like Business, UX during multiple phases of product delivery.
- Received "Star Team Award" for delivering quality product with minimal time duration.
- Received "Spot Recognition Award" for contributing in the project in a very tight schedule.
- Published below apps on Google Play Store –

Tag-It: <https://play.google.com/store/apps/details?id=com.svl.samsung.tag>

Easy Bug Report: <https://play.google.com/store/apps/details?id=com.samsung.mno.takebugreport>

Sponsorship required to work in the US

## WORK EXPERIENCE

### Android Developer

Samsung Electronics America - October 2012 to Present

Project 1: Email Native Client

Environment: Android SDK 5.0, Java 1.7, Linux, SQLite3, Gradle, XML, Content Provider, AIDL, IPC

Tools: Android Studio, Wire shark, Overdraw Debugger

This is the stock Email Client that comes with every Samsung device. It has support for Microsoft Exchange Active Sync(EAS) and other Email protocols like IMAP/POP3. Tasks include developing new features and customization of Email Client for different carriers like Verizon, AT&T & T Mobile for Galaxy series.

Responsibilities:

- Brainstorming on the architecture of the project which is based on inter process communication between email client and exchange process.
- Performed designing, coding & testing of empty folder EAS command using bind service and Android Interface Definition Language (AIDL).
- Work closely with UX Designer Team to continually improve the user experience
- Developing user interface for multiple screen sizes for phones & tablets as well.
- Implemented Notification database as part of redesigning of notification module, which takes care of posting and managing all the notifications in email application.
- Coordination with team in Korea to support new features or issues which can impact global devices.
- Improved performance of multiple screens by removing multiple layers of background images using overdraw debugger tool.

#### Project 2: Easy Bug Report

Environment: Android SDK 5.0, Java 1.7, Linux, Gradle, Android Media Projection, Share via, Android Service  
Tools: Android Studio, Lint

An easy-to-use app for reporting bugs, with an extra feature of video recording of the screen.

Responsibilities:

- Proposed, Designed & Developed screen recording feature using Android Media Project API's which is added as part of Android SDK 5.0.
- Implemented Recorder service which listens for user actions to start or stop the recording.
- Added smart share via feature to share the bug report. It also compresses the logs.
- Designed & implemented bug report user interface to make it extremely easy to use.
- Improvised code using Lint tool provided by Android Framework.

#### Project 3: Visual Voice Mail

Environment: Android SDK 4.0, Java 1.7, Linux, Android Media Framework, XML, SQLite3  
Tools: Eclipse, Lint, UML, DDMS, ADB

This Visual voicemail is a random-access of voicemail with a visual interface. It presents a list of messages where user can scroll through messages, pick the ones he wants to listen to, or erase them right from the device's screen.

Responsibilities:

- Designed & Developed voicemail playback & recording feature using Media Player component of Android Media Framework.
- Implementation of section indexers for list screen based on different sort types.
- Proposed & Developed Debug Framework which helps to figure out the current state of the device and provides critical information to solve the issue.
- Handling bug fixing and integration of real time issues raised by customers, post launch & marketing team.

#### Project 4: Tag-It –

Environment: Android SDK 4.0, Java 1.7, Linux, Content Provider  
Tools: Eclipse, Lint, Hierarchy viewer

Tag-it is a one stop application for all details at user's fingertips, in an organized fashion. If user can share it, application can Tag-It.

Responsibilities:

- wrote tagItemFactory to create tag item instances based on item types namely application, text or file tag item.
- Used Android View Pager component to implement help tutorial feature to guide users for the first time.

- Implemented help tutorial feature to guide users using.
- Accessing the database using loaders and adapters to populate the tagged items in list.
- Built Junit test cases to test different methods.

Project 5: Ticketing System using Zendesk Platform

Environment: Android SDK 4.0, Java 1.7, Linux, Content Provider, JSON, MVC

Tools: Eclipse, Google Analytics, Retrofit library

This is an enterprise application which provides end-user with an easy and quick way to raise tickets with complete details using Zendesk platform. Zendesk is a cloud-based customer service platform that includes ticketing, self-service options, and customer support features.

Responsibilities:

- Creation & updating of tickets using JSON based REST API.
- Parsing JSON Response and converting it into meaningful information to show it in list view.
- Used Model View Controller(MVC) architecture for communication between user interface & protocol.
- Collaborating with the team members to finalize the flow and interaction between different UI screens
- Added Google Analytics in this application.

## **Android Develoepr**

LG Soft - Bangalore India - July 2009 to May 2012

Responsibilities

Project 1: Calendar Client & Global Address List

Environment: Android SDK 3.0, Java 1.6, Windows

Tools: Eclipse, Instrumented unit test cases

Calendar client which supports Microsoft Exchange Protocol. Here we could create/update/delete events. We could also send and receive the meeting request.

Responsibilities:

- Understanding the recurrence module of the Protocol and implementing it.
- Analysis and Developing Time zone String encoder and decoder in Java.
- Providing On-site support to client and understanding the requirements from the client.
- Preparing Request and Parsing Response for search command.

Project 2: Memo

Environment: Android SDK 2.0, Java 1.5, Windows

Tools: Eclipse, XML Layouts

Lightweight Notepad application that serves all note-taking needs by providing a crisp user interface.

Responsibilities:

- Implemented look and feel of notepad screens using xml layouts.
- Handled interaction with different activities using intents and actions.
- Handling bug fixing raised by internal Quality assurance team.

## **EDUCATION**

### **Bachelor of Engineering in Computer Science**

University of Rajasthan - Jaipur, Rajasthan

2008

## SKILLS

Android Studio (6 years), Android 5.0 (6 years), Java (6 years), Eclipse (5 years), Linux (5 years),  
SQLITE (5 years), HTTP (4 years), OOP (5 years), WINDOWS (4 years), JSON (5 years), GIT (4 years),  
PERFORCE (3 years), SHELL (5 years), DATA STRUCTURE (5 years), HTML 5 (3 years), XML (4 years),  
ANDROID SDK (6 years), ANDROID NDK (4 years)

## ADDITIONAL INFORMATION

### SKILLS

OPERATING SYSTEM Android 1.5 – Android 5.0, Linux (Ubuntu), Windows

LANGUAGES Java

EXPERTISE KNOWLEDGE Object Oriented Programming, Design Patterns, Data Structures

WEB TECHNOLOGY HTTP, HTML, XML, JSON

DATABASE SQLite3, SQLite Browser

SCRIPTING Shell scripting

PROTOCOLS MS Exchange Active Sync protocol, HTTP

CONFIGURATION MANAGEMENT Git, Perforce, SVN, Clear-Case

IDerawal : Android Developer : H1B transfer Android Studio, Eclipse, Vim, Gradle