



TONY TOMY

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Objective

To leverage my 6 years of experience in mobile and game development to contribute to innovative Android/iOS projects using modern technologies like Jetpack Compose, Flutter, Firebase, and Unity, while continuing to grow as a full-stack product developer.

Professional Summary

Experienced and passionate Software Engineer with 6 years of expertise in Android, Flutter, and full-stack development. Skilled in architecting scalable applications and backend systems using Kotlin, Dart, Java, FastAPI, and Firebase. Proven ability to lead development end-to-end — from design and architecture to store deployment — delivering polished, production-grade solutions.

Key Achievements

- 6+ years of professional experience in Android, Flutter, Unity, and backend development.
- Successfully delivered 20+ Android/iOS apps, with 8+ apps published on Play Store and App Store.
- Architected and developed commercial-grade apps using Jetpack Compose, Flutter, Hilt, and Clean Architecture.
- Built template-based video creation engine using MediaCodec and native rendering (used in live apps).
- Integrated complex BLE communication and Unity interaction with Android for real-time streaming.
- Published games with full monetization using AdMob, AppLovin, Unity Ads, and IronSource.
- Created custom WebView with deep integration for print services, multi-scroll, and hybrid event triggers.
- Mentored junior developers and conducted Android developer walk-in interviews.
- Handled complete app lifecycle: from design, architecture, implementation to store release and compliance.

Skills

- Languages & Frameworks: Kotlin, Java, Dart, C#, PHP, HTML, XML
- Mobile Development: Android (Jetpack Compose, MVVM), Flutter (GetX, Provider), Unity
- Backend & APIs: Python FastAPI, Firebase, PHP REST APIs
- Tools & Platforms: Git, Firebase Crashlytics, AppLovin SDK, IronSource SDK, Razorpay, Apple IAP
- Other Expertise: Unity Game Development, BLE Communication, Shopify & Gigya SDKs, MediaCodec, Custom WebView Integration

Featured & Personal Projects

Mint Investing (2024)

Cross-platform trading recommendation app for Android and iOS

- Built in **Flutter** with **FastAPI backend**, available on **Play Store** and **App Store**
- Features: Live streams, Focus List, Stock Analysis, Admin & Customer login roles
- Integrated **Razorpay**, **Apple IAP**, **Firebase Analytics**, **KYC**, **MITC e-SIGN**
- Handled entire **store compliance**, submissions, and onboarding workflows

Android: <https://play.google.com/store/apps/details?id=com.mintinvesting.mint>

iOS: <https://apps.apple.com/in/app/mint-investing/id6737239427>

TradeX Store (2024)

An end-to-end e-commerce mobile application for electronics and accessories, developed using Flutter for Android and iOS platforms. The app is designed to handle individual orders, bulk quotation requests, and seamless checkout.

- Developed entire UI and business logic using Flutter with responsive design for tablets and phones
- Integrated Razorpay as the payment gateway for secure and seamless transactions
- Enabled features like bulk order quotation, product filtering, wishlist, and order tracking
- Managed state using Provider and handled routing, theming, and session logic efficiently
- Used Firebase for real-time analytics, crash reporting, and remote config
- Handled full Play Store and App Store publishing, adhering to all compliance standards

Android: <https://play.google.com/store/apps/details?id=com.idreamz.tradex>

iOS: <https://apps.apple.com/in/app/tradex-store/id6479048163>

Family-Apostolate (2023)

Flutter-based mobile application built to support internal operations of the Family Apostolate under the Ernakulam Diocese.

- Cross-platform support (Android and iOS) built using **Flutter**
- Backend using **PHP Slim Framework** with Firebase integration
- Features include **family registrations**, **user roles**, **report generation**, and **pre-marriage course registrations**

Android: <https://play.google.com/store/apps/details?id=com.techwonders.familyapostolate>

Vijnanabhavan App (2022)

A complete church management application developed for the Ernakulam Diocese, built using native Android and PHP backend to streamline administrative workflows and user engagement.

- Developed with **Java** (frontend) and **PHP Slim Framework** (backend) for robust communication between client and server
- Integrated **Firebase Realtime Database** for cloud sync, analytics, and push notifications
- Enabled features such as **parish registration, event handling, user role management**, and **broadcast announcements**
- Designed for smooth UX, even for non-technical church staff, ensuring accessibility and reliability
- Employed structured backend APIs to manage user data and generate real-time status updates

Android: <https://play.google.com/store/apps/details?id=com.chruch.vijnanabhavan>

Happy Chat (2021)

A full-featured real-time chat application developed in native Android, designed to replicate WhatsApp-like functionality and showcase complete app lifecycle implementation.

- Integrated **Firebase Realtime Database** for instant messaging with offline sync
- Supported **one-on-one** and **group chats**, user presence, and typing indicators
- Enabled **media sharing** including images, videos, voice notes, and documents
- Implemented **push notifications**, status updates, and custom user profile
- Demonstrated scalable architecture, real-time communication, and intuitive UI/UX

Android: <https://play.google.com/store/apps/details?id=com.alphaunderground.happychat>

The Ghost & Jungle Night (2021 – 2022)

Two Android 2D games developed using Unity and C#, focused on endless-runner and platformer mechanics with full ad monetization and Firebase analytics.

- Built immersive gameplay with custom effects, parallax backgrounds, and responsive controls
- Integrated AdMob, Unity Ads, AppLovin, and IronSource for monetization
- Published on Play Store with full compliance and store listing assets

The Ghost: <https://play.google.com/store/apps/details?id=com.TechWonders.TheGhost>

Jungle Night: <https://play.google.com/store/apps/details?id=com.alphaunderground.JungleNight2D>

Experience

Trenser Technology Solutions Pvt Ltd

01/2023 - Present

Senior Software Engineer

- Led development of **Instax Mini Link** and **Instax Biz**, integrating **Unity** and **BLE** for live video streaming between devices.
- Delivered major modules in Unity integration with Android and 2-way communication.
- Created a POC and final BLE feature to stream Unity-rendered visuals to printers.
- Developed **Quick Snap** (QSApp) from scratch using **Jetpack Compose, Hilt, Flow, Clean Architecture**.
- Built **background video generation engine** using **MediaCodec**, optimized for performance.
- Integrated Shopify & Gigya SDKs, customized WebView for printing, image picking, and JavaScript bridge features.
- Participated in hiring through **walk-in and online technical interviews** for Android developers.
- Mentored junior developers in adopting **Jetpack Compose** and modern **Android practices**.

Technical Fingers

10/2019 - 12/2022

Software Engineer

- Managed full-stack development for multiple Android apps, including:
 Loyalty App: Campaigns, points system, reward redemption, analytics, employee roles; drove footfall for local restaurants
 Food Delivery App: End-to-end ordering, location-based menus, payment integrations
- Transitioned into **Unity Game Development**, creating:
 Pico: Multiplayer game with Firebase backend, CPU bot logic, tournament modes
 Wordley & Waffle: Word grid puzzle games with dynamic word placement algorithms, monetized via ads and IAP
- Integrated **AdMob, AppLovin, IronSource, Unity Ads** for game monetization
- Built backends using PHP and Firebase for analytics and real-time data

Education

Mount Carmel College

Bachelor of Computer Applications

2019 — **6.84 CGPA**

St. George Higher Secondary School

Higher Secondary Education

2016 — **71%**

Mar Basil Higher Secondary School

SSLC

2014 — **82%**

Language

Malayalam , English, Tamil

Reference

Remil KR - Lead Engineer

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