Wasif Mujahid

Sr. Android Application Developer
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SUMMARY

Software Engineer expertise in Native Android Application development with **8+ years** of experience in Requirement, Design, Develop and Execution of projects. Collaborated with quality engineers, user research, product management, design, and support teams to ensure quality in all phases of app development. Worked closely with core technology teams and other platform teams to balance cross-platform consistency with Android-optimization.

TECHNICAL SKILLS

Jetpack Compose / Jetpack Navigation / Jetpack libraries / CI/CD / Fastlane / Github Actions / java / android / kotlin / problem solving / dynamic solutions / teamwork / media player / exoplayer / mvc/mvp/mvvm / clean architecture / kotlin coroutines / dagger hilt / room db / Sqlite / BLE Beacons / Retrofit,Volley,Async / ViewBinding / JSON / Gson / Third Party Libraries / Android SDK / Polylines / Polygons / Charts / Markers / Google Maps / MapBox / QuickBlox / InfoWindow / Sockets / REST API / Debugging / PHP / HTML / CSS / JAVA SCRIPT / Monday.com / JIRA / SLACK / GITHUB / BitBucket / GIT / HockeyApp / APP Tester / POSTMAN / XML / QR Reader / Face Recognition / AR / Video Streaming / Video Calling / Chat Module / Firebase / GCM / FCM / one signal / sendbird

ORGANIZATION DETAILS

Organization	Designation	Duration
Life Pharmacy	Sr. Android Developer	09/05/2022 – Present
Ziro Ride Technology	Sr. Android Application Developer	26/02/2019 – 09/05/2022
Soloinsight	Android Application Developer	01/10/2016 – 01/02/2019

PROJECTS DETAILS

Duration : 05 / 2022 to Present

Project #1

Domain : Native Android Kotlin
Project Type : E-Commerce Application
Team Size : Independent
Role : Sr. Android Application Developer
Period: 2+ years

Technologies used: Kotlin, MVVM, Hilt(Dagger), Navigation Components, Kotlin Coroutines, View Binding, Data Binding, Material UI, CI/CD

Project Description:

E-Commerce Application for users to purchase products online, create appointments for the clinic and doctor. Order tracking, Getting Vouchers, Redeem Vouchers, Dynamic Home/Landing pages can handle UI from

Backend and make pages according to their theme and offers. can make payment through app or COD.

Roles and Responsibilities:
- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend meetings with third party solution providers and implement their SDK's
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories
- Handling Play Console for publishing builds
- Implement the CI/CD for build automation using Fastlane and Github Actions

Duration : 02 / 2019 - 05 / 2022

Project #1

Domain : Native Android Kotlin
Project Type : Ride Sharing Application
Team Size : 3
Role : Sr. Android Application Developer
Period : 3.5 years

Technologies used: Google Maps, Book a ride. Live Streaming of captain. AR feature to check from where the captain is coming from. Chat communication between passenger and captain. Voice detection for safety feature for calling help. Face ID for verification. Mapbox, Navigation, InfoWindow, Markers, Polylines, Polygons. Material design, MVP, AUTH0 authentication, Sockets, Intercom, Floating widget like fb chat, stripe payment method, Google pay, subscription plans, retrofit API client, JSON Parsing using GSON, FCM. Make a library for different Ad services, Locations, Runtime Permissions, Material UI, Sockets

Project Description:

- Ride sharing application where users can book a ride.
- Check the captain dashcam to see the route.
- Turn on AR feature and find the captain from which direction he/she coming from
- Users can Chat/Call with Captain.
- While on trip, in case of emergency user can say HELP 3 times to trigger emergency notification
- Captain tracking
- Google login, Facebook login, Google Maps

Roles and Responsibilities:
- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories
- Handling Play Console for publishing builds

Project #2

Domain : Native Android Kotlin
Project Type : Ride Sharing Application
Team Size : 3
Role : Sr. Android Application Developer
Period : 3.5 years

Technologies used: Google Maps, Book a ride. Live Streaming of captain. AR feature to check from where the captain is coming from. Chat communication between passenger and captain. Voice detection for safety feature for calling help. Face ID for verification. Mapbox, Navigation, InfoWindow, Markers, Polylines, Polygons. Material

design, MVP, AUTH0 authentication, Sockets, Intercom, Floating widget like fb chat, stripe payment method, Google pay, subscription plans, retrofit API client, JSON Parsing using GSON, FCM. Make a library for different Ad services, Locations, Runtime Permissions, Material UI, Sockets

Project Description:

- Ride sharing application where users can book a ride.
- Check the captain dashcam to see the route.
- Turn on AR feature and find the captain from which direction he/she coming from
- Users can Chat/Call with Captain.
- While on trip, in case of emergency user can say HELP 3 times to trigger emergency notification
- Captain tracking
- Google login, Facebook login, Google Maps

Roles and Responsibilities:

- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories
- Handling Play Console for publishing builds

Project #3

Domain : Native Android Kotlin
Project Type : Ride Sharing Application
Team Size : 1
Role : Sr. Android Application Developer
Period : 3.5 years

Technologies used: Media Player, ExoPlayer, SQLite db, Youtube Player, Social login (facebook and google), Google Ads, Facebook Ads, Dynamic captions for Reels, FFMPEG for adding watermark in video while download, Dark/Light Theme, Multi language support, Text to speech native or play audio file for text,

Project Description: Newsreels is the mixture of TikTok and Google NEWS application. Users can see news in the form of short videos as REELS. Users also have the option to read articles and can redirect to the main source. Users can follow the news channels and topics according to their interests and can be up to date with the latest news, trends etc.

Roles and Responsibilities:

- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories
- Handling Play Console for publishing builds

Ref :

https://play.google.com/store/apps/details?id=app.newsinbullets&hl=en_US&gl=US

Project #4

Title : OES System
Domain : Native Android Kotlin
Project Type : Show Ads Only
Team Size : 3
Role : Sr. Android Application Developer

Period : 3.5 years

Technologies used: Media Player, ExoPlayer, Youtube Player, Google Maps,

Project Description: OES System is designed to Install in the ZIRO Captain Cabs on the back seat to display ads for the passengers. Passengers have also the option to connect with the OES device with their ZIRO Passenger application and can play a game, watch youtube and can see the driver navigation route to the destination.

Roles and Responsibilities:
- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories
- Handling Play Console for publishing builds

Duration : 10 / 2016 to 02 / 2019

Project #1

Domain : Native Android JAVA
Project Type : Access Pass for the User
Team Size : 2
Role : Android Application Developer
Period : 2.5 years

Technologies used: Broadcasting BLE, Receiving BLE, Nearby users, Nearby Devices, generate QR-Code, fingerprint sensor, Scan Barcode and QR-Code, SQ Lite Database, Encryption/Decryption, Retrofit2, Recycler View, Grid View, List View, dialog fragments, simple fragments, page view, web view, adapters, GCM, Quickblox, background services, SMS Receiver, spinner, image sequence animation, gif animation, runtime permissions, fused location, Bluetooth enable/disable, location enable, push notification, Alt beacon library, third party libraries, JSON, GSON, Print badges, Scanning truck license plate.

Project Description: Cloudgate application is used for getting access for the user to enter in the allocated area for a specific client/organization. Users can trigger BLE to mark attendance. Users have the option to show QR code to get the access and step in. In case users are not able to enter they have the option to call for help to get access and step in.

Roles and Responsibilities:
- Design and develop features in Android Platform
- Bug fixing and improve performance
- Collaborate with cross-functional teams to define, design and ship new features
- Attend scrum meetings to get requirements and implement the features.
- Handling Github to maintain repositories

EDUCATIONAL QUALIFICATION

- Bachelors in Computer Science (2012 - 2016)

AWARDS & ACHIEVEMENTS

- Performance Award