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| <hitle> | Introduce | <chare> | 1 | <pext> | 1. I am an android developer having more than 7 years of experience  in enterprise android app development using Java and Kotlin.  2. I am very familiar with application architecture design patterns  like MVP and MVVM with repository pattern  along with Jetpack components  like ViewModel, LiveData, and Data Binding  3. I have good hands-on experience in Dependency Injection  using Dagger 2 and Hilt,  and have pretty much experience in Restful APIs  using Volley, Retrofit, Gson and Moshi,  Also very good experience in Reactive or Asynchronous programming  by RxJava and Coroutine,  and worked a lot using RoomDB and SQLite.  4. I have good understanding of cloud services  and have much experienced in Firebase integration,  like Firebase authentication, Firebase cloud messaging(FCM),  Firebase realtime database, Firebase crashlytics.  5. Unit testing is one of major development part in my past experiences,  so I followed Test Driven Development with Mockito, MockK and JUnit.  Some times I have been involved in UI testing using Espresso.  6. Working for several companies, I have well trained  to follow Agile methodology with JIRA tool  and I am mastered version control tools like Git and Github. | </end> |
| <hitle> | ➊Chase Mobile (JPMorgan Chase) | <chare> | 1 | <pext> | It’s a traditional banking app like, managing user accounts,  sending and receiving money with deposit checks,  monitoring credit score, budget and track monthly spending.  \*\*\*\*\*\*Client Location/Duration\*\*\*\*\*\*  JP Morgan Chase  Jersey city – NJ (New Jersey)  Octover 2021 – Present  \*\*\*\*\*\*My responsibility\*\*\*\*\*\*  1. I was responsible for implementing the Trading module.  In this module, I fetch data from the server and display trade information  and used various charts to show various analyses of trades  using different charts like line graph, pie chart, bar chart etc.  I implemented this using the MPChart Library.  2. I also worked on the Credit Journey module  where user can see his or her Credit score,  alerts about credit card spending and offers on credit card usage  in three different tabs.  To show credit score, I created custom view  which is half circle progress bar showing score.  TabView and ViewPager2 was used to show three tabs.  All the data for this module is fetched using Retrofit and Coroutines  and displayed in Tabs.  3. I was responsible for writing Unit test cases for ViewModels  using JUnit and Mockk.  \*\*\*\*\*\*\*Additionally\*\*\*\*\*\*\*\*\*\*\*\*  4. The application was implemented using Kotlin as language  and we followed MVVM as design architecture.  During this project Implementation we have used various frameworks  such like Dagger-Hilts, Retrofit, Coroutines, RoomDB,  and we followed TDD and used JUnit and Mockito  framework  for Local Unit testing and used Espresso Framework  for UI testing of the screens to achieve 80% code coverage.  5. We used GitHub as a project version controller  and followed the Agile methodology with JIRA tool  for project tracking and bug reporting.  \*\*\*\*\*\*Team Size\*\*\*\*\*\*  3 Android, 3 iOS, 3 Backend, 4 QA, 2 Designer, 1 Team Lead, 1 Product Owner  ---------------Challenge-----------------------  Creating custom view to show credit score was difficult.  Exactly there’s half circle bar like progress bar to show credit score.  I had never worked on custom views before this.  It took lots of learning curve.  If none of the prebuilt widgets or layouts meet our needs,  we can create our own View subclass.  If we only need to make small adjustments to an existing widget or layout,  we can subclass the widget or layout and override its methods.  \*\*\*\*\*Howto custom view primary control/modify\*\*\*\*\*  1. Drawing –  Control the rendering of the view on screen visually  by overriding the onDraw method.  2. Interaction –  Control the ways the user can interact with the view  with the onTouchEvent and gestures.  3. Measurement –  Control the content dimensions of the view on screen  by overriding the onMeasure method.  4. Attributes - Defining custom XML attributes for your view  and using them to control behavior with TypedArray  5. Persistence - Storing and restoring state on configuration changes  to avoid losing the state with onSaveInstanceState and onRestoreInstanceState  \*\*\*\*\*Let me go through one by one\*\*\*\*\*  \*\*\*\*\*1. Define Custom View Class\*\*\*\*\*  To create our own custom view, we start by defining a class  which extends from View and implements the required constructor.  public class ShapeSelectorView extends View {  // We must provide a constructor that takes a Context and an AttributeSet.  // This constructor allows the UI to create and edit an instance of your view.  public ShapeSelectorView(Context context, AttributeSet attrs) {  super(context, attrs);  }  }  \*\*\*\*\*2. Add View to Layout\*\*\*\*\*  We add the custom view to activity layout  <com.codepath.example.customviewdemo.ShapeSelectorView/>  \*\*\*\*\*3. Define Custom Attributes\*\*\*\*\*  Well-written custom views can be configured and styled via XML attributes.  We might want to let the user select the properties of the view.  We might want the view to be configurable in XML.  <com.codepath.example.customviewdemo.ShapeSelectorView  app:shapeColor="#7f0000"  app:displayShapeName="true"  ... />  In order to be able to define shapeColor and displayShapeName,  we need to define these as attributes within res/values/attrs.xml:  <?xml version="1.0" encoding="utf-8"?>  <resources>  <declare-styleable name="ShapeSelectorView">  <attr name="shapeColor" format="color" />  <attr name="displayShapeName" format="boolean" />  </declare-styleable>  </resources>  \*\*\*\*\*3. Apply Custom Attributes\*\*\*\*\*  To extract the custom attributes,  we can use a TypedArray and the obtainStyledAttributes on the AttributeSet.  public class ShapeSelectorView extends View {  private int shapeColor;  private boolean displayShapeName;  public ShapeSelectorView(Context context, AttributeSet attrs) {  super(context, attrs);  setupAttributes(attrs);  }  private void setupAttributes(AttributeSet attrs) {  // Obtain a typed array of attributes  TypedArray a = getContext().getTheme().obtainStyledAttributes(attrs, R.styleable.ShapeSelectorView, 0, 0);  // Extract custom attributes into member variables  try {  shapeColor = a.getColor(R.styleable.ShapeSelectorView\_shapeColor, Color.BLACK);  displayShapeName = a.getBoolean(R.styleable.ShapeSelectorView\_displayShapeName, false);  } finally {  // TypedArray objects are shared and must be recycled.  a.recycle();  }  }  }  \*\*\*\*\*4. Add Property Methods\*\*\*\*\*  We need to expose property methods to allow us  to get and set the important properties after a view has been created.  When the view properties are changed and might require a redraw,  We need to be sure to call invalidate() and requestLayout()  to update the appearance.  public class ShapeSelectorView extends View {  // ...  public boolean isDisplayingShapeName() {  return displayShapeName;  }  public void setDisplayingShapeName(boolean state) {  this.displayShapeName = state;  invalidate();  requestLayout();  }  public int getShapeColor() {  return shapeColor;  }  public void setShapeColor(int color) {  this.shapeColor = color;  invalidate();  requestLayout();  }  }  \*\*\*\*\*5. Drawing Custom View\*\*\*\*\*  We draw something that we want using the properties defined already.  All view drawing happens within the onDraw method  using the Canvas object to paint onto the view.  public class ShapeSelectorView extends View {  @Override  protected void onDraw(Canvas canvas) {  super.onDraw(canvas);  canvas.drawRect(0, 0, shapeWidth, shapeHeight, paintShape);  if (displayShapeName) {  canvas.drawText("Square", 0 + textXOffset, shapeHeight + textXOffset, paintShape);  }  }  }  \*\*\*\*\*6. Calculating the Dimensions\*\*\*\*\*  In order to understand the width and height of a view  that is being custom drawn, we need to define the onMeasure method  which determines the width and height of the view based on it's contents.  onMeasure method must call the setMeasuredDimension.  Widths and heights are discussed using the MeasureSpec  which encapsulates all the different types of constraints  imposed by the parent layout for a view.  The helper method resolveSizeAndState() returns an appropriate value  by comparing the view's desired size to the spec passed into the method.  public class ShapeSelectorView extends View {  @Override  protected void onMeasure(int widthMeasureSpec, int heightMeasureSpec) {  // Defines the extra padding for the shape name text  int textPadding = 10;  int contentWidth = shapeWidth;    // Resolve the width based on our minimum and the measure spec  int minw = contentWidth + getPaddingLeft() + getPaddingRight();  int w = resolveSizeAndState(minw, widthMeasureSpec, 0);    // Ask for a height that would let the view get as big as it can  int minh = shapeHeight + getPaddingBottom() + getPaddingTop();  if (displayShapeName) {  minh += textYOffset + textPadding;  }  int h = resolveSizeAndState(minh, heightMeasureSpec, 0);    // Calling this method determines the measured width and height  // Retrieve with getMeasuredWidth or getMeasuredHeight methods later  setMeasuredDimension(w, h);  }  }  \*\*\*\*\*7. Handle Events in custom view\*\*\*\*\*  We want to do something when the view is clicked.  Then we can setup a touch handler using the onTouchEvent method.  public class ShapeSelectorView extends View {  // Change the currentShapeIndex whenever the shape is clicked  @Override  public boolean onTouchEvent(MotionEvent event) {  boolean result = super.onTouchEvent(event);  if (event.getAction() == MotionEvent.ACTION\_DOWN) {  currentShapeIndex = (currentShapeIndex ++) % shapeValues.length;  postInvalidate();  return true;  }  return result;  }  }  \*\*\*\*\*8. Use custom view\*\*\*\*\*  We can now use our custom view as normal view in activities or anywhere.  public class MainActivity extends Activity {  @Override  protected void onCreate(Bundle savedInstanceState) {  super.onCreate(savedInstanceState);  setContentView(R.layout.activity\_main);  shapeSelector = (ShapeSelectorView) findViewById(R.id.shapeSelector);  btnSelect = (Button) findViewById(R.id.btnSelect);  btnSelect.setOnClickListener(new OnClickListener() {  @Override  public void onClick(View v) {  Toast.makeText(MainActivity.this, "You selected: " +  shapeSelector.getSelectedShape(), Toast.LENGTH\_LONG).show();  }  });  }  } | </end> |
| <hitle> | ➋Cider (Cider Global) | <chare> | 1 | <pext> | It’s an online shopping app which has features of purchasing online,  discovering the latest new arrivals and trends, managing user accounts, etc.  \*\*\*\*\*\*Client Location/Duration\*\*\*\*\*\*  Cider Global  Los Angeles – CA (Califonia)  January 2020 – August 2021  \*\*\*\*\*\*\*\*\*\*\*\*My responsibility\*\*\*\*\*\*\*\*\*\*\*\*  1. I was responsible for designing and developing Product Listing module  where products are listed in Grids.  I used Retrofit to fetch data from server  and RecyclerView with GridLayoutManager to show products in Grids.  2. I also worked on showing Cider stores on Google Maps.  I used custom markers to show stores nearby to the users.  Also I used Fused Location Provider to get users current location.  3. I also integrated Firebase FCM service to send notifications  about new offers, discounts, delivery status etc to registered users.  \*\*\*\*\*\*Additionally\*\*\*\*\*\*\*\*\*\*\*  1. For this app, we followed MVVM architecture.  Initially few modules were developed using Java  and later on few modules developed using Kotlin.  We also used various other libraries such as RxJava, Dagger 2, Retrofit,  DataBinding, Firebase Services, JUnit and Mockito for Unit Testing.  2. We followed Agile methodology  and used Jira for project management and bug reporting.  For code versioning we used Git and Github.  \*\*\*\*\*\*Team Size\*\*\*\*\*\*  2 Android, 2 iOS, 1 Backend, 2 QA, 1 Designer, 1 Team Lead, 1 Product Owner  ---------------Challenge-----------------------  Integration of FCM was completely new to me.  After following some tutorials and videos about FCM integration,  I was able to successfully integrate FCM to receive push notifications  for offers, order delivery updates, etc.  \*\*\*\*\*Firebase implementation\*\*\*\*  To integrate FCM, first we have to create our project on FCM console  and integrate that project with our Android studio  using Android Studio Assistant for Firebase.  1. Whenever our app runs for first time on users device,  FCM SDK integrated in the app registers itself with FCM server.  2. In response, I received FCM token from the server.  3. I have sent this FCM token received to our backend server.  Backend server maintained FCM token of each user.  4. Backend developers written their logic  to send push message target device.  For this, backend server sent request to FCM server  to deliver push message.  In this request, backend server sent fcm token of user  to whom message to be sent, data, API key.  5. In the app, I also created a service  which extends from FirebaseMessagingService.  In this service, we have overridden onMessageRecieved()  where message is delivered.  In this method, based on the message type, I displayed notification. | </end> |
| <hitle> | ➌ AvantStay Vacation Rentals (AvantStay) | <chare> | 1 | <pext> | AvantStay is a travel & hospitality company creating unforgettable experiences  for traveling users providing stunning vacation homes.  Main features of the application are:  -Search, browse, and book the best vacation home.  -Manage your reservation, get check-in details, and share with your group  to let them reserve their bedrooms.  -Connect with the concierge team to request add-on services  like mid-stay cleans, fridge stocking, or even a private chef.  -Chatting feature base on question and answer  between user and AvantStay guest service.  \*\*\*\*\*Client Location/Duration\*\*\*\*\*  AvantStay  West Holleywood – CA (Califonia)  May 2018 – December 2019  \*\*\*\*\*My responsibility\*\*\*\*\*  1. For this app, I was responsible for working  on the Authentication module which enables users to sign-in, sign-up,  forget password and reset password.  I used Firebase authorization service for this implementation.  2. I also worked on the Dashboard module with bottom app bar navigations  using navigational components for switching between explore, bookings,  Profile and Get help features fragment.  Fetched property analysis data from server using Retrofit and RxJava.  3. I was also responsible for writing unit test cases for various test cases  using JUnit and Mockito  \*\*\*\*\*\*Additionally\*\*\*\*\*\*\*\*\*\*\*  1. We used MVVM architecture for this app and used Kotlin language.  We used RxJava for asynchronous programming,  Retrofit for network calls, Room DB, Firebase Authorization,  Firebase Cloud Messaging, JUnit, Mockito, AChartEngine library  for line graphs.  2. We followed Agile methodology and used Jira  for project management and bug reporting.  For code versioning we used Git and Github.  \*\*\*\*\*Team Size\*\*\*\*\*  2 Android, 2 iOS, 2 Backend, 2 QA, 1 Designer, 1 Team Lead, 1 Owner  ---------------Challenge-----------------------  As it was my first attempt to integrate Firebase Authorization service  to login using email id or to login with Google account was challenging.  I followed Firebase Authorization documentation to understand  how various authorization works.  I watched some videos on Youtube, also read some articles to learn  how to integrate that.  After couple of days of learning curve,  I was able to implement it successfully. | </end> |
| <hitle> | ➍Roomer Travel (Roomer Travel Ltd.) | <chare> | 1 | <pext> | Users can book their favorite hotels using Roomer Travel app.  Users can search hotels, filter search results,  add hotels to their favorite list, and make payments online.  App also suggest top destinations for users based on their recent tours.  \*\*\*\*\*Client Location/Duration\*\*\*\*\*  Roomer Travel Limited  NewYork city – NY(NewYork)  Octover 2016 – Apirl 2018  \*\*\*\*\*My responsibility\*\*\*\*\*  1. I was responsible for Implementing the search hotel module  using Volley for API call and used RecyclerView  to show list of search result items.  2. I also worked on the Hotel Details module  by fetching data from the server using Volley  and showed detailed information of the hotel  including hotel images, booking charges, rating, hotel amenities,  showing hotel location on Google Map etc.  3. I integrated Google Map to show nearby hotels  with customized markers to show hotel room pricing  and used Google Fused api to get users current location.  \*\*\*\*\*\*Additionally\*\*\*\*\*\*\*\*\*\*\*  1. I used Java language and followed MVP architecture.  I used Volley for network call, Firebase crashlytics,  Facebook sdk for login with Facebook, Google Maps, Material design.  2. I followed Agile methodology with Jira tool  for project management and bug tracking.  I used git and github for source code versioning.  \*\*\*\*\*Team Size\*\*\*\*\*  2 Android, 2 iOS, 2 Backend, 3 QA, 1 Designer, 1 Team Lead, 1 Owner  ---------------Challenge-----------------------  Since I was using Google Maps for very first time,  I struggled little bit to setup it for first time.  But main problem was Google Map was not being displayed in Release built.  After an hour of search, I came to know that I have to add SHA-1 key  generated from our Release jks file to Google Developer Console  under Google Maps section.  After adding this SHA-1 key, Google Map was loaded successfully. | </end> |
| <hitle> | \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* | <chare> | 1 | <pext> | \*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\* | </end> |
| <hitle> | What methodology | <chare> | 1 | <pext> | What methodology do you guys follow?  1. We followed Agile methodology.  2. Project was divided into various modules  and each module had different tasks to be completed.  Tasks were converted into story points.  These story points were implemented sprint by sprint;  And our typical sprint duration was 2 weeks.  3. We had daily standup meetings  where we discussed our project progress, issues(roadBlocks)  and dependencies  and used this information to plan our day accordingly.  4. We also had sprint review meetings towards the end of the sprint  to showcase and demonstrate work progress  to managers, stakeholders, product owners etc.  5. At the end of each sprint, we conducted retrospective meetings  to analyze what went wrong and what went well in the previous sprint.  Our retrospective meetings helped us to figure out  how to overcome the things that didn’t go so well in the previous sprint. | </end> |
| <hitle> | Motive | <chare> | 1 | <pext> | 1. I’ve been honing my android development skills for a few years  now and, first and foremost, I’m looking for a position  where I can continue to exercise those skills. 2. Another thing that’s important to me is that the position allows me to  not only write the code, but also present my findings and suggestions  directly to the team members.  That would be really refreshing!  I’m always very motivated by being able to see the impact of my work  on other people. 3. And, I’m definitely looking for a position where I can grow.  Professional development is something that’s really important to me  since I hope to take on managerial responsibilities in the future. 4. To sum it up, I’d love a position where I can use my skills  to make an impact that I can see with my own eyes.  Being at a company  where I can grow and work toward something I care about  matters, too. | </end> |
| <hitle> | Contract ended | <chare> | 1 | <pext> | --------------Why are you looking for a new position?------------  My contract with a client ended. Hence looking for a new position.  -------------Why didn’t they renew your contract?--------------  Features for which I was hired were implemented successfully. They have their own in-house developers for project maintenance. | </end> |
| <hitle> | When you find it difficult to work with someone, how did you handle the situation? | <chare> | 1 | <pext> | I had to try to find a way to communicate  which is less time consuming. Before communication with someone,  I spent some time thoroughly reading and understanding the work details  and write down what I think the problem is. And then I spent some time looking at the code  and thinking up a proper solution.  And I wrote down in a new paragraph  what I believe the ideal solution would be.  And then I communicated on both paragraphs  of me outlining the problem and the solution.  And then I asked if he agrees with my solution, and took his feedback if any  and modified my solution if need be.  And then implemented the solution and only after all of that, submitted my work done.  So: 1. Thoroughly read and understand the work details (on my own) 2. Write down the problem in my own words 3. Spend time reading the code and thinking of a solution 4. Write down the solution 5. Communicate with someone on my understanding of the problem / solution 6. Incorporate any feedback and implement the solution 7. Finally submit my work | </end> |
| <hitle> | couldn’t complete story points | <chare> | 1 | <pext> | What do you do when you or your team member couldn’t complete some story points?  If some story point couldn’t be completed within the sprint time,  I first analyze the reasons for not being able to complete it.  I would discuss with the team lead and project manager  about the reasons for not being able to complete story points.  After communicating with project leads, I would still put extra effort  into completing story points if they are a higher priority  than my other work.  But at the end if I couldn’t complete,  then I would request the project manager to add it  to the backlog for the next sprint. | </end> |
| <hitle> | Troubleshooting crash | <chare> | 1 | <pext> | If an Android application is crashing frequently, 1. Compatibility Check: It is not possible to test an application for all kinds of devices  and operating systems.  There might be a possibility that an application  is not compatible with your OS. 2. Memory Management: 2-1. Some apps run perfectly on one mobile device  but might crash on other devices.  This is where processing power, memory management,  and CPU speed are considered. 2-2. As there is a limited amount of memory space on mobile devices,  we can free up memory space for the application to function properly. 2-3. If an application is frequently crashing,  we can delete the application’s data, which will clear its cache memory  and allow some free space on the device  and it might boost the app’s performance. </ending> | </end> |
| <hitle> | prevent memory | <chare> | 1 | <pext> | how to prevent memory leaks?  1. Use Application Context rather than Activity Context  because Activities are more likely to be leaked. 2. Avoid long-lived references to Activities i.e.AsyncTask. 3. Avoid non-static inner classes in Activities.  Use static inner classes with weak references  so they can't be Garbge Collected when they are not used. 4. Use LeakCanary - A memory leak detection library for Android. | </end> |
| <hitle> | deal app crashes | <chare> | 1 | <pext> | How do you deal with real time app crashes?  1. We integrated Firebase crashlytics in our app.  Whenever an app crashes we get the crash log and related stack traces  on the Firebase console.  2. By observing the crash report and stack traces,  I found the root cause of the bug and fixed it.  3. After fixing bugs, we plan to release an updated version of the app.  Sometimes for a few bugs we updated the app immediately  and sometimes our lead decided to publish bug fixes  along with the next upcoming sprint release. | </end> |
| <hitle> | one thing that really proud of | <chare> | 1 | <pext> | Tell me one thing that you are really proud of?  I am very good at tracking bugs in asynchronous programming.  I have my own skill to track bugs which produced in asynchronous flow.  For example, During Chase bank app, there was one ticket  “after logout still previous user session affects some screens”.  The ticket had been taken by several developers and done by their own way.  But the problem had not been solved essentially.  Finally I could complete that ticket and my solution  had been accepted as the right way and the best.  This was because of my good tracking bugs  in asynchronous combinations of modules.  ------------Howto track bugs in async--------------  Of course there are lots things introduced to track bugs.  And most of developers are rely on Logcat.  First of all, I plant my own timer to spy when and what happened.  And I plant very minium spy code to track bug.  Once I fix the bug, I clean my spy code with only one search.  It looks like very simple and easy  but in fact, deciding what code and where to put is not that easy. | </end> |
| <hitle> | like more about Android | <chare> | 1 | <pext> | What do you like more about Android?  1. Honestly said, Android development is not convenient rather than iOS.  But it has one thing that I like more than iOS.  That is the apk file can be delivered easily for any device  so that we can test the app during development along with many devices  without any effort. Just sending apk file to the device owners. That’s it.  But for iOS, it not that easy  like we need to upload the build file to Appstore, and invite the test users,  like that there are so many extra steps to test on many devices.  2. Android provides lots of open source library supports.  3. Jetpack components like ViewModel, RoomDB, WorkManager,  Pagination Libraries, DataBinding, ViewBinding, NavigationGraphs etc.  are really useful  4. Google itself provides various services  such as Google Maps, Firebase, Google Vision Library etc.,  which helps us to implement complex tasks easily.  5. Android OS architecture is itself designed in a very good manner.  So implementing an application with various capabilities  such as a Multilingual app, an app with different themes,  security concerns, data sharing capabilities,  ability of applications to use some tasks in background  can be done in an effective and easy way. | </end> |
| <hitle> | dislike more about Android | <chare> | 1 | <pext> | What do you dislike more about Android?  1. Google introduces some libraries in a current version  and very quickly may be in the next update,  they will deprecate some of the functions and libraries  which leads to learning new alternatives  for that deprecated functions is quite painful.  2. There are frequent changes in Google’s privacy and policy.  Each time when a new privacy policy is introduced,  we have to check if our app is adhering to Google’s privacy and policies.  If not, then we have to make changes to comply with new privacy policies. | </end> |
| <hitle> | keep updated latest technology | <chare> | 1 | <pext> | How do you keep updated on the latest technology?  I mainly rely on Google Android documentation.  I also follow some articles over medium.  Also keep an eye of new features introduced by Google and JetBrains.  I also prefer to read articles related to new technologies introduced. | </end> |
| <hitle> | communicate discussion backend developers | <chare> | 1 | <pext> | How do you communicate with backend developers? or What type of discussions do you have with the back end developers? (slack)  At the beginning of the project,  we discussed API requirements with the backend team.  We created an API document where we mentioned  all the required APIs, their inputs and outputs.  Sometimes it also required that we need some extra data  in either API input/output, we discussed these things  either in daily stand up meetings or over communication channels  we used to communicate in our organization.  Sometimes we also discussed optimization of some APIs  with respect to application flow and API calls involved at different stages.  Sometimes we also discuss optimization of API  with respect to format of input and output of some complicated APIs. | </end> |
| <hitle> | communicate discussion QA team | <chare> | 1 | <pext> | How do you communicate with the QA team? Or what type of discussions do you have with the QA team?  Whenever I work with new QA team members,  I try to understand their way of testing applications  and based on that I code accordingly.  Sometimes, QA assigns bugs to me, but I couldn’t reproduce the bug.  In that case, I used to discuss with QA to understand  how to reproduce the same bug so that I can fix it.  Sometimes if a bug is assigned to me by QA  but the backend developer is responsible(API handling), I report this to QA. | </end> |
| <hitle> | communicate discussion Design Team | <chare> | 1 | <pext> | How do you communicate with the Design Team? Or what type of discussions do you have with the Design team.  Our design team uses Zeplin/Figma to share app designs and resources  such as icons, fonts and colors.  Sometimes I suggest application flow for better user experience. | </end> |
| <hitle> | MyQuestions | <chare> | 1 | <pext> | Questions to be asked by interviewee to interviewer at the end of interview:  1. What's a life on the job like?  2. What is the next process in the interview?  3. What methodology you guys follow?  4. What is your expectation from developer joining this project?  5. What is the tech stack you guys generally use?  6. What type of projects you are working right now?  7. What type of project I will be working on?  8. Is the project already started or I am going to develop this project from scratch?  9 Can you tell me about the other people I'll be working with closely?  10. In your experience, what are some of the highlights of working here?  11. What other departments does our team most frequently interact with, either on formal or a casual level?  12. Do you have any advice for me if I get selected for this role?  13. How big is the team I will be working with? | </end> |
| <hitle> | App Link | <chare> | 1 | <pext> | I have developed about 8 apps but I'm not sure they are still alive on google play store.  But I have an amazing app that I worked on while working for Walt Disney which is very famous on the appstore having more than 50 Millions of Users and that is covering most of my skills. <https://play.google.com/store/apps/details?id=me.tidesnear.free&hl=en>  <https://play.google.com/store/apps/details?id=com.espn.score_center&hl=en&gl=US>  <https://play.google.com/store/apps/details?id=com.chase.sig.android>  https://play.google.com/store/apps/details?id=com.cider  <https://play.google.com/store/apps/details?id=co.dwella.app>  https://play.google.com/store/apps/details?id=com.holidatorvillas.app | </end> |
| <hitle> | ♣NEWAGESURFACES | <chare> | 1 | <pext> | NEWAGESURFACES is a small countertop store manufacturing showers,  vanity tops, and decorative bathroom surfaces for remodeling businesses.  Before I was employed, they had no website, no apps.  I created everything from the scratch,  so yes It was a good experience for me creating Android app  from the scratch.  NEWAGESURFACES app has the features of manaing user accounts,  Listing products, placing orders, comprehensive analytics about the products,  chat feature between users and the management team,  notifications about oder status and delivery status.  \*\*\*\*\*My Responsibility\*\*\*\*\*  1. I was responsible to build the app foundation  to follow MVVM architecture pattern using Jetpack components,  like ViewModel, LiveData, Data Binding, View Binding,  adapting asynchronous programming by RxJava2,  avoiding hard coupling and reusability of code  by using Dagger2 + Hilt dependency injection.  2. I was responsible to develop Remote Repository module  to fetch all the information used in the app, and store all the information  generated by app users using Volley+Gson, RxJava.  3. I was responsible to implement Authentication module which enables users  to sign-in, sign-up, forget password and reset password  using Firebase authorization service.  4. I also worked on the Dashboard module to show  product visit and ordering analysis using line graphs  by using AChartEngine for chats.  5. I worked on Chat module to provide communication  between app users and company management team  by using Firebase Cloud Messaging and Firebase realtime database.  6. I was responsible for designing and developing Product Listing module  where products are listed in Grids, categorized them in many category tabs  using Recyclerview, TabView, ViewPage2.  7. I also worked on Push Notifications about new orders, new delivery status,  new message arrivals using FCM.  8. I was responsible for writing Unit Test cases for various test cases  using Junit, MockK and used Espresso for UI testing.  \*\*\*\*\*\*Additionally\*\*\*\*\*\*\*\*\*\*\*  1. Unfortunately I could not follow Agile methology since the manager  was out of knowledge about it.  Instead we had daily meetings for one or two hours for project tracking  and bug reporting.  2. I used Git and Github as a project version controller.  ---------------Challenge-----------------------  As it was using most of features of Firebase service, It was a bit of challenge.  Before this, I had only experience of Firebase Authentication.  I followed Firebase documentation to understand how to integrate  Firebase Cloud Messaging, Firebase Realtime Database,  how to implement Push Notification using FCM.  Along with, I watched some videos on Youtube, and read some articles  to learn more about the integration of Firebase service.  After some of days of learning curve,  I was able to implement them successfully. | </end> |
| <hitle> | ♣Espn (Walt Disney) | <chare> | 1 | <pext> | It was a very important experience for my life working for Walt Disney.  I could have trained myself 90% of my android skills in this company.  Also It gave me good experience of following Agile metholodogy,  collaborating with teams, mastering project version controls.  Walt Disney has one of business of Software engineering,  they call this team DMED has more than hundereds developers.  I worked on ESPN adroid app development  and I don’t know how many apps Walt Disney is developing.  Even they have many teams for ESPN android app only,  I worked in Android modernization team.  Espn app provides thousabds of sports live events and getting scores,  on-demand sports news, highlights, expert analysis.  It has the feature of managing user accounts,  managing of notification channels, managing of favorite sports teams,  providing sports news articles, watching sports live events videos and  highlight videos, watching live streamings, displaying matches of scores.  \*\*\*\*\*My Responsibility\*\*\*\*\*  Applied new application architecture design pattern - MVVM replacing old MVP designed before.  Used Kotlin language replacing old Java code and applied Dagger2 + Hilt dependency injection.  Extensively worked on asynchronous programming using RxJava 2 along with OkHttp+Retrofit+Moshi for API Call  1. I was responsible library customization,  exactly I customized ExoPlayer library to make custom video player.  There’s video player additionally before playing the video content,  It was needed to play Google Advertising video content.  So we had to customize video player library to achive that.  2. I also worked on Authentication module which enables users  to sign-in, sign-up, forget password and reset password using OneID sdk.  3. Worked on Article Module using Recyclerview, Bottom Navigation bar, TabLayout and ViewPager.  4. I was responsible to implement Language module  to support multi language.  Originally Android supports multi language feature by values resource file.  But Espn uses server-downloaded language file  Worked with Junit, Mokito for unit test, Espresso for UI testing with 95% code coverage.  Collaborated with the team, Project Manager and Technical Architecture during Iteration planning meetings to understand the technical specifications and provide developer insight.  Worked in an Agile team, with a two weeks sprint circle and used JIRA to assign, audit, track issues and the progress of the sprints.  \*\*\*\*\*\*\*\*\*Additionall\*\*\*\*\*\*\*\*\*\*\*\*\*\*  1. The application was implemented using Kotlin and Java as language  and we followed MVVM as design architecture.  During this project Implementation we have used various frameworks  such like Dagger-Hilts, Retrofit, Coroutines, RoomDB,  and we followed TDD and used JUnit and Mockito  framework  for Local Unit testing and used Espresso Framework for UI testing  of the screens to achieve 95% code coverage.  2. We used NewRelic for continuous monitoring app crashes  on the clients devices.  2. We used GitHub as a project version controller  and worked in an Agile team, with a two weeks sprint circle and used JIRA  to assign, audit, track issues and the progress of the sprints.  ----------------Challenge----------------  As it was my first attempt to customize existing ExoPlayer library  for custom video player, I read some articles to learn how to achieve it,  and also communicated with team members to find out better approach.  And I realized rather than my own researching, it’s more valuable  to have more collaborations with team members.  They gave me a lot of useful articles and sample codes,  and also helps me a lot whenever I met obstacles.  Under the good collaboration I could have done  ExoPlayer library customization successfully.  ----------------Customize Library--------------  1. Added dependency of the library which I’m going to customize.  2. Tested library in existing state to expose all features.  3. Explored library files  Just click Project mode on left side and navigate to External libraries  and I could find the library and all its code.  4. Made customized library by copying existing library files.  5. Created my own code and modified existing code  to achieve the project requirements.  6. Removed old library to avoid conflicting with new library. | </end> |
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