

Work Experience

Nimble AppGenie (Onsite)

March 2025 –

Present

- Developed, enhanced, and maintained **multiple Android applications** for fintech, wallet, gaming, utility, AR, and business domains.
- Worked on **projects from scratch as well as mid-level existing codebases**, understanding legacy architecture and improving functionality.
- Implemented **clean architecture using MVVM**, ensuring scalability and maintainability.
- Integrated **RESTful APIs** using Retrofit for smooth backend communication.
- Implemented **secure authentication flows**, wallet transactions, and user role-based features (Agent, User, Business).
- Collaborated closely with backend developers, QA teams, and project managers to deliver features on time.

Technologies Used: Kotlin, Java, XML, Android SDK, Retrofit, MVVM, Firebase, REST APIs, Git, Glide, Media Player, Third-Party Libraries.

Next Big Technology (Onsite)

March 2024 – March

2025

- Developed and maintained 5+ Android applications with over 10,000+ downloads on Google Play Store. (Link provided in project section)
- Integrated RESTful APIs for seamless communication between the app and backend services.
- Implemented Material Design guidelines to create intuitive and user-friendly interfaces.
- Collaborated with direct client teams to define, design, and ship new features.
- Published and updated apps on Google Play Store, ensuring compliance with guidelines.
- Upgraded some old APK into new.

Technologies Used: Kotlin, XML, Android SDK, Retrofit, MVVM, Firebase, Git, Third party libraries.

Neat Roots (Remote)

May 2023 – Jan

2024

- Developed and designed user-friendly Android applications based on client requirements using Figma for UI/UX design.
- Created and recorded YouTube tutorials on Android development, helping students and beginners learn key concepts and best practices.
- Provided technical support to students by debugging code, resolving issues, and guiding them through complex Android development problems.
- Updated and maintained existing client applications, ensuring optimal performance and adding new features as per client needs.

Technologies Used: Kotlin, XML, Android SDK, Retrofit, MVVM, Firebase, Git, Third party libraries, Figma, whimsical.

Education

Rajasthan Technical University (2019-2022)
(2019-2022)

Senior Secondary (XII), Science

Bachelor Of Computer Application (BCA)
KHOR, JAIPUR (RBSE board)

GOVT SR SEC SCHOOL, JAISINGHPURA,

Project

1. Pocket.Net – NFC Wallet Application (From Scratch) (Under Development) (Kotlin) ([Link](#))

- Designed and developed the complete Android application **from scratch**.
- Implemented core wallet functionalities including **NFC-based transactions**.
- Integrated secure **REST APIs** for wallet operations and user data handling.

2. Swap Wallet – User & Business Applications (JAVA) ([Link](#))

- Developed and enhanced **digital wallet functionalities** for both user and business modules.
- Implemented secure **authentication and authorization flows and biometrics**.
- Built and optimized **transaction flows**, including wallet balance management and payments.
- Worked on business-specific features such as transaction tracking and management dashboards.
- Improved app stability and performance by resolving major issues.

3. My Cricket League – Android Gaming Application (From Scratch) (Kotlin)

- Developed the gaming application **from scratch** with scalable architecture.
- Integrated REST APIs for match data, user participation, and scoring.
- Implemented **Socket.IO for live match updates and real-time results**.
- Improved UI/UX flow for smooth navigation and better gaming experience.
- Optimized app performance and resolved multiple critical issues.

4. YSS – User & Business Applications (Kotlin) ([Link](#))

- Worked on **role-based features** for User and Business applications.
- Integrated **payment methods** and UI flows.
- Optimized data handling and API response management.
- Improved application performance and overall user experience.

5. Spin Luck – Android Gaming Application (From Scratch) (Kotlin)

- Designed and developed the complete gaming application **from scratch**.
- Implemented core **game logic and reward mechanisms**.
- Integrated APIs for user data, game results, and reward management.
- Enhanced UI/UX for engaging and smooth gameplay.
- Fixed bugs and improved app performance and stability.

6. ChongoDC – Shopping Application (Kotlin, Java) ([Link](#))

- Maintained and enhanced an existing e-commerce Android application.
- Fixed multiple bugs and improved application stability.
- Added a **Cab Booking module** and enabled seamless switching between **Shopping and Cab Booking** within the same app.
- Improved overall app performance and user experience.

7. Nails AR – Shopping Application (From Scratch) (Kotlin) (FFMPG)

- Developed the application **from scratch** with focus on modern UI/UX.
- Integrated **AR-based features** for interactive product visualization.
- Implemented **video editing functionalities** including trimming, filters, and sticker effects.
- Optimized media handling for better performance and smooth user interaction.

8. Blytics (Banking App for Nigeria) (Not Live Yet) (APK Available) at Next Big Technology

- Integrated APIs to handle most functionalities.
- Integrated in-app purchases to enhance user transaction capabilities.
- Implemented Firebase OTP for secure and seamless user authentication.
- Developed and optimized in-app settings, including Dark Mode, biometric lock, and in-app notifications, to enhance user experience.
- Enabled QR code functionality for faster and convenient payment processes.
- Followed the MVVM design pattern to maintain clean architecture and enhance code scalability.
- Designed some screens using Figma.
- Optimized app performance for better speed and reliability.
- Indented and resolved bugs to ensure smooth application functionality. And more...

9. Team1Global App Redesign (<https://bit.ly/3EoE6mM>) (APK Available) Not Updated Yet at Next Big Technology

- Redesigned an old Java-based app into a modern XML and Kotlin-based application.
- Enabled users to stream podcasts (audio and video).
- Integrated PDF viewing capabilities.
- Developed group-based community features like uploading/viewing photos, videos, and PDFs, similar to social media feeds.
- Designed and implemented the media player for seamless streaming of podcasts, video, and audio.
- Added functionality to post and manage multimedia content (photos, videos, and PDFs) within the app.
- Integrated a mini player for uninterrupted playback.
- Implemented local data caching for better performance and offline accessibility.
- Fixed multiple critical bugs to enhance app stability and user experience.
- Technologies Used: Kotlin, XML, Rest APIs, Media Player, Local Data Cache, MVVM, Firebase, Glide, Media Controls.

10. VR Tour Bus - London (<https://bit.ly/4hjNB58>) at Next Big Technology

- A Virtual Reality App Where You Can Take a Virtual Ride on the VR 360° virtual reality.
- Integrate in app purchases.
- Integrate Coupon Code (For Extra discount on Products) Fixed Some Bugs.

CERTIFICATIONS & COURSES

I completed a full stack Android development Course from NeatRoots. Link :-> <https://rb.gy/spqyb>