

Suraj Sharma

Android Developer

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Linked in

GitHub

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)

Senior Secondary (XII), Science

Bachelor Of Computer Application (BCA)

(2019-2022)

GOVT SR SEC SCHOOL, JAISINGHPURA, KHOR, JAIPUR (RBSE board)

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 Realty 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>