

SUMMARY

- Seeking Opportunities in Java/Kotlin/Android Development Roles.
- Master's in computer science with 7 years of Experience in Mobile Application Development.

EDUCATION

- **Syracuse University**, Syracuse, NY **Aug 2016 - May 2018**
Master of Science in Computer Science
- **Visvesvaraya Technological University**, Karnataka, India **Aug 2012 - May 2016**
Bachelor of Engineering in Computer Science

EXPERIENCE

- **Senior Android Developer - MobileFrontiers (DCmobility LLC) - Vienna, VA** **July 2018 - Present**
 - **Volcano Geyser** – Network Testing and Traffic orchestration platform
 - Designed and developed android application used by tier-1 telecom operators for network load testing, speed test, device testing and network diagnostics with real time data communication.
 - Worked on retrieving GSM/LTE/5GNR/WIFI cellular Kpis from mobile & 5G router devices.
 - Implemented login using OAuth 2.0/App Auth Library and JWT for authentication.
 - Implemented Offline mode and local storage using SQLite Database and sync data to server based on constraints.
 - Integrating C++ library i.e. Iperf3 to test maximum network bandwidth and java wrapping to retrieve output.
 - Built SDK version i.e. headless modular version of the application and deployed as artifacts on Jfrog which acts like a library, ready to integrate with client android application.
 - Integrated 3rd party libraries like Glide for image optimization, Gson for Json parsing etc.
 - Re-designed heavy tasks like Iperf and http tests using work manager and moved the database and REST calls on to coroutines to improve overall performance including battery life and memory leaks.
 - Implemented Firebase Messaging service and subscribed to topics to receive targeted push notifications/ data messages from the server to perform different actions with geofencing constraints.
 - Used tools like Android profiler to measure app performance and leak canary to detect memory leaks.
 - Implemented in-app paid reports using google billing API and google play for a smooth payment experience.
 - Assisted Devops team to build CICD pipeline to deploy app to internal track and production track on google play console. Also, assisted in maintaining and configuring the play console.
 - Currently working on migrating the java application to Kotlin for future proofing and enhancements.
 - **PUMA (Public Utility for Managed Access)**
 - Platform used to send data over very low bandwidth-capacity network like satellite to a central server. Used in field to track/talk to a fleet of devices in remote area without cellular network.
 - Designed and Developed both Android (Java) and iOS (Swift4) version of the application.
 - Built UI using XML, constraint layout on android and storyboarding on iOS to support different screen sizes.
 - Built WebSocket client to send and receive data in binary/Json format to and from a relay server.
 - Implemented chat like feature to send and receive messages, image, voice, location, phone sensor data.

TECHNICAL SKILLS

- **Languages:** Java, Kotlin, Swift 4, C++, MySQL, SQLite, HTML5, CSS3, Python.
- **Android Stack:** MVVM, Live Data, View and Data binding, Jetpack, Retrofit/REST, Firebase, Room, NDK, JUnit.
- **IDE/Tools:** Android Studio, Xcode, Eclipse, IntelliJ, WebStorm, AWS, SourceTree, Visual Studio, Postman, AWS, Git, Appium, ADB, Jfrog.

MENTORSHIP & LEADERSHIP

- Graduate Teaching Assistant - Android Programming, Syracuse University **Jun 2017 - Aug 2017**
- Mentored interns on the project by knowledge sharing sessions and code reviews.
- Handled client relationship with consistent on field technical support and business requirement gathering.

TRAINING & CERTIFICATION

- Currently training on AWS cloud practitioner.
- Google Play Academy – Store Listing Certification.