**Android Developer**

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**PROFESSIONAL SUMMARY:**

* Having **8+** years of experience in Mobile Applications Development (Android based applications).
* Solid understanding and practical application of **coroutines**, including working with **Flows** for asynchronous and reactive programming.
* Designed and developed high performance Application Frameworks and Application software for high-speed Protocol identification and processing Applications using **Java** and **Kotlin**.
* Extensive knowledge in the application frameworks like **Intents, Services, Activities, and Content Provider, Job Intent Services, Deep links**.
* Develop **Inter Process communication** (IPC) to communicate with UI from back-end service with network protocols (**TCP/IP**).
* Hands-on experience on **Jetpack components** such as **Jetpack Compose**, **Work Manager, Coroutines, Live Data, Navigation, Material design** Components**.**
* Good experience working with Android Gradle, **Firebase**.
* Experience in building user interfaces using **Jetpack Compose**, the modern Android UI toolkit.
* Skilled in dependency injection using Dagger and **Hilt frameworks**, enabling efficient and scalable development with proper module setup.
* Successfully implemented **Google Wallet (Push Provisioning SDK)** integration into an Android app, allowing users to make seamless and secure payments within the application.
* Experienced Android developer proficient in **Retrofit** and **REST API** integration.
* Focused on background processing with **IPC**, **Multi**-**threading** and **AIDL**.
* Good knowledge in android's **WIFI Manager**API to find and connect with other devices in the same network.
* Hands on experience with working on **different API levels** of android.
* Good working experience on **Retrofit** using markup languages such as **JSON**, **HTTP**, and **XML**Client.
* Knowledge on **Bluetooth (BLE) applications** and applications handling **NFC** features.
* Proficient in using **IoT** protocols such as **MQTT** for communication between Android and IoT devices.
* A solid experience in using **BLE APIs** to discover, connect, and communicate with BLE devices, including reading and writing characteristics and managing Bluetooth connection states.
* Experience in handling ANR's, Maven and **android Gradle build tools**.
* Good experience in Android application development using object-oriented design principles, Restful web services, JSON, Localization, Room Database, SQLite, Location service.
* Skilled Android Developer with expertise in **Hilt Dependency Injection** and **Room Database**.
* Knowledge on Android UI framework, Android In-App communication, and Android Networking.
* Good knowledge in working with **Async tasks, Threads and Services** in android.
* Experience in using web services like **RESTful** and **SOAP**.
* Implemented **DevOps** practices in Android development projects, leveraging tools like Jenkins, **Docker**, and **Kubernetes** to automate build, test, and deployment processes, resulting in improved efficiency and faster time-to-market for applications.
* Good experience in tools such as **SonarQube** code coverage, **Stampede**.
* Familiarity with other related technologies and libraries such as **HTTP**, **Gson**, and enhancing the capabilities of **Retrofit**.
* Good knowledge of working with tools such as **Postman, Charles proxy, Zeplin, Android profiler.**
* Extensively worked **Google maps API** and with third party libraries like **Zxing**library.

**Technical Skills**: -

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| **Android SDK** | MVP, Databinding, Retrofit, Volley library, Room Database, Recycler View, Jetpack, Jetpack Compose, LiveData, Flow, List Views, Adapters, SQLite, Notification Manager, Content Provider, DDMS, Google Maps API, HTTP Client, GSON, JSON based Web Services, Camera API, Facebook API, Zxing Library |
| **Languages** | Java, Kotlin, Java, UML, SQL |
| **Database** | Room, SQLite, Oracle Databases |
| **Debugging and Testing** | JUnit, DDMS, Logcat |
| **Tools & IDE** | Android Studio, Postman, FireBase, Zeplin, SOAP UI, Eclipse, JDeveloper, FireBase. |
| **Source/Version Control** | GIT, SVN, perforce |
| **Operating Systems** | MAC OS, Windows, Linux, Unix |

**Professional Experience:**

**First Citizen Bank, Raleigh, NC Nov 2024 – Till Date**

**Android Developer**

**Responsibilities:**

* Developed mobile client code solutions on Debit Card Management Mobile Application that deliver on Product Strategy and adheres to established engineering best practices, design guidelines and principles.
* Developed Complex logics and Algorithms to solve the problems faced by Fraud teams.
* Partnered with Software Engineers, **UX, UI,** Quality Engineers, Product Owners, and Analysts to deliver high performing quality customer experiences.
* Created reusable UI components and custom themes using Jetpack Composer’s composable functions.
* Utilized state management techniques provided by Jetpack Compose, such as mutable State Of to handle UI updates.
* Participated in peer reviews and Assist project personnel in resolving complex program problems.
* Acted as an active advocate of the mobile platform through both internal and external developer communities
* Ensured accessibility compliance by implementing appropriate accessibility features such as content descriptions, focus management, and text scaling.
* Collaborated with backend developers to define and implement data models and APIs that seamlessly integrate with Room database and Hilt dependencies.
* Implemented Hilt Dependency Injection framework to manage object creation and provide dependencies for Android components such as activities, fragments, and services.
* Developed testable code leveraging modern testing methodologies and tooling.
* Worked on **NFC** module to add the card to gpay wallet using device tokenization.
* Utilized Google Wallet APIs and SDKs to handle payment processing, transaction management, and user authentication.
* Used   **Kotlin, coroutines, MVVM**, Live-data and data binding.
* Worked within and across **Agile** teams to design, develop, test, implement, and support technical solutions across a full stack of development tools and technologies.
* Familiarity with third-party libraries and frameworks often used in conjunction with Retrofit, such as **OkHttp** and **Gson.**
* Implemented MVVM design pattern using State Flow as the reactive data flow mechanism, ensuring efficient and reactive UI updates based on changes in data state.
* Mentoring junior to mid-level members of the team
* Actively engaged with developers outside of the local sprint team across various disciplines including Mobile, Web, or Backend Systems

**Environment:**Android SDK, Jetpack, Jetpack Compose, Java 1.8, Kotlin, Android Studio and ADT Plug-in, Junit, Kotlin, Ok http, GitHub, Jira, In-vision.

**OPTUM Healthcare, New Jersey Jul 2024 – Oct 2024**

**Senior Android Engineer**

**Responsibilities:**

* Involved in discussions regarding the requirements.
* Developed the app **SDK** from scratch.
* Worked on the UI of the app following the UI/UX design principles.
* Worked with Constraint layout (lightweight layout) throughout the project.
* Provided timely release of mobile apps with UI designs.
* Implemented Material Design guidelines to create visually appealing and user-friendly UI/UX for Android applications.
* Prepared user experiences by conversion of prototypes.
* Implemented **MVVM** architectural pattern with a Repository layer in Android applications to achieve separation of concerns, improve testability, and enhance code maintainability.
* Extensively worked with material design.
* Expanding support to routine updates and UI development based on user feedback and reviews. Handled long time processes by implementing multithreading. Displayed **HTML** pages using web view.
* Used Kotlin coroutines, MVVM, Live-data and data binding.
* Utilized Firebase Remote Config to dynamically update app features and configurations, allowing for real-time adjustments without requiring app updates.
* Integrated Firebase Realtime Database to gather user feedback, enabling seamless communication and data synchronization for a responsive and user-centric experience.
* Collaborated with cross-functional teams to develop Bluetooth-enabled products and ensure their functionality
* Used Builder pattern for app and analytics.
* Involved **in Agile process, bi-weekly Sprints**, and daily Scrums to discuss the development of the application.
* Introduced Dependency Injection using Dagger into the projects.

**Environment:**Android SDK, Java 1.8, Room, Android Studio and ADT Plug-in, Junit, Java, OkHttp, Git Lab, Zeplin, MVVM, Databinding, AWS Cognito, GRAPH QL, Amplify, Jira, Confluence.

**Santander Bank, MA Jan 2024 - Jun 2024**

**Role: Android Developer**

**Responsibilities:**

* Worked in different phases of the project cycle like design, development, and testing.
* Designed and developed user interfaces using **XML.**
* Integrated Location based services using Google Maps API to display locations.
* Used GPS provider to navigate the directions to the nearest bank or ATM.
* Developed the activities and UI layers.
* Worked on developing Video Streaming.
* Used **Android SDK** and Eclipse IDE for development.
* Worked closely with another mobile app developer, leading the other platform development
* Moved a few modules to Kotlin from Java.
* Worked on audio and video codec’s like **.3GPP, MPEG-4.**
* Created the unit test cases using **Mockito JUNIT** framework.
* Android backward compatibility was achieved using the **Action Bar Sherlock** library.
* Took care of code review, code fixes and bug fixes.
* Tested application in stage, code review fixing the bugs and providing post-production support.
* Made Restful Service Calls at the various stages in the app development cycle and parsing the **JSON** responses back from the web servers according to the application requirement.
* Worked on Bluetooth Low Energy (BLE) to communicate with BLE devices that have low power requirements.
* Created a local database using **SQLite** to store and retrieve the data.
* Used SVN for code management.

**Environment:** Android SDK 7,8, Gradle, Java, C++, Kotlin, Android Studio, Gitlab, Jira, Confluence.

**Darts Engineering, Italy Oct 2016 – Dec 2022**

**Android Developer**

**Responsibilities:**

* Developed Android TV apps from scratch to deployment using **Lean back**launcher.
* Collaborated with designers, product managers, and other developers to create high-quality apps that met user requirements.
* Implemented custom **UI** components and layouts to create visually appealing and user-friendly apps
* Worked on integrating a social networking sdk to show the latest feed.
* Extensively worked with retrofit to consume the REST Web services.
* Introduced Kotlin has a secondary language in the application.
* Build, Integrate the **VLC media** player into the tv application for seamless media playing.
* Implement screenshot feature for the application via **MQTT** command.
* Worked on Fire Base cloud messaging for push notification.
* Used Retrofit to make the Restful Service Calls at the various stages in the app development cycle and parsing the **JSON r**esponses back from the web servers according to the application requirement.
* Worked on Restful Web Services and Continuous Integration.
* Implementing Analytics in the application.
* Using Web Views, Recycler Views & populated lists from databases using simple adapters.

**Environment:**Android TV 7.0, Android TV 6.0, Junit, Java, MQTT, Retrofit, Git Lab, Jira, Zeplin, Fabric.

**Page Donor, India Oct 2015 - Aug 2016**

**Android Developer**

**Responsibilities:**

* Discussed the requirements with the client and documented the requirements.
* Involved in the enhancements of the app both in UI and Backend services.
* Developed user-friendly user-interfaces using widgets like **Dialogs**, **Different Layouts, Buttons**, Edit boxes
* Worked with **MVP** Design pattern design pattern.
* Extensively worked with retrofit to consume the **REST** Web services.
* Involved in the redesign of the Architecture using Java.
* Used native media video player to stream the Live TV.
* Collaborated with designers and stakeholders to translate design mockups into functional Material Design interfaces while maintaining design fidelity.
* Install or update apk in **IOT android devices** remotely using ADB commands.
* Gather device health status such as RAM, Memory, HDMI, USB status and post to the server using rabbit MQTT.
* Involved in the development of features such as controlling the **nanoplayer n**ext, previous, pause.
* Implemented nano watchdog to monitor all the applications in the android board.
* Implemented launcher application to showcase only nanolumens application in the nano android board.
* Worked extensively with java to make the network calls combining with Retrofit.

**Environment:**Android SDK 5.0, Java 1.6, SQLite 3.0, Android Studio and ADT Plug-in, Junit, Java, Retrofit, Git Lab, Jira, Zeplin, Fabric.