*********Venkata Naveen***

***Certified Senior/Lead Android Application Developer***

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**Professional Summary**

* **Android Enterprise Certified Senior Android Developer** with **10+ years** of IT experience in requirement analysis, design, development, testing and deployment of mobile applications.
* Developed and deployed Android apps using Java and Kotlin programming languages and Android SDK.
* Strong understanding of Android design guidelines and Material Design principles to create visually appealing and user-friendly apps.
* Proficient in using Android Studio, Eclipse, and IntelliJ IDEA for mobile app development.
* Experienced in using version control systems like Git or SVN, including branching and merging code.
* Familiar with software development methodologies such as Agile, Scrum, or Kanban, and adhere to coding standards and best practices.
* Successfully solved complex problems while developing Android apps, showcasing problem-solving skills and attention to detail.
* Excellent communication skills, able to work collaboratively with designers, product owners, and project managers to deliver high-quality apps.
* Published apps on Google Play Store or other app stores with high download statistics and positive ratings, demonstrating expertise and success as an Android developer.
* Continuously keeping up to date with the latest technologies, tools, and techniques for Android app development to stay competitive and provide innovative solutions.
* Proficiency in developing and design of mobile and embedded technologies on mobile platform, application development in Android SDK.
* Skilled in consumption of RESTful web services (REST, HTTP-based, XML, SOAP, JSON, etc.) and use of Retrofit, Volley, AsyncTask Android back-end team communications.
* Hands-on implementation of Android Life Cycle, Fragments, Intents, and threads on Android; binding services, implicit and explicit Intents, background processes, sync adapters, activity, activities for Result, WebView, ImageView, TextView, RecyclerView, ListView, and Object-Oriented design and programming.
* Skilled in using design tools like CardView, Toolbar, RecyclerView, animations properties and support libraries for this Android mobile app.
* Lead and mentor a team of Flutter developers, fostering collaboration and sharing best practices.
* Architect and develop complex, scalable, and high-performance mobile applications for iOS and Android platforms.
* Utilize Flutter to create responsive and pixel-perfect UIs that provide an excellent user experience.
* Implement RESTful APIs and integrate third-party services to enhance app functionality.
* Collaborate with UX/UI designers to bring design concepts to life and ensure a seamless user interface.
* Conduct code reviews and maintain code quality through best coding practices and documentation.
* Continuously optimize app performance and troubleshoot issues to deliver smooth and bug-free applications.
* Experience with Android’s Animation Framework and Material designs components.
* Improved the performance and UX of several modules of the local Content management system.
* Work with Shared Preferences, Cipher, Certificate Pinning, TrustManager, Bouncy Castle, Spongy castle, SQLCipher, KeyChain, Key Store.
* Knowledgeable of the latest analytics tools for mobile applications such as Google Analytics, Localytics, Mixpanel, Answers, Flurry, Firebase Crashlytics, NewRelic, etc.
* Experience in Git for code base and version control (GIT, GitHub, GitLab).
* Used Android frameworks and APIs to efficiently load data and update databases: Loaders, AsyncTaskLoader and SyncAdapters.
* Good exposure in troubleshooting, debugging and testing android applications.
* Possess a deep understanding of the Android architecture and its design principles, as well as extensive expertise in developing and testing Android applications.
* Complete understating mobile application life cycle experience from requirements gathering , form design and development to deployment of mobile applications.
* Hands on working experience in Android Studio (JAVA, Kotlin) as well as Eclipse and Android Studio.
* Experience in building e-commerce, social network and personized applications using Java and Kotlin.
* Solid understanding of Android architecture, object-oriented principles and Object-oriented analysis design and development for mobile and enterprise applications.
* Experience on Android UI components such as Text View, List View, Customized List View, Menus, Edit boxes, Buttons, Checkboxes, Dialogs, Alert boxes, Status Notifications, Action bars, and Spinners for various layouts in Application development and also Jetpack compose as well
* Experience in Android activities, widgets, services, broadcast receivers, Content providers, fragments, intent, intent filters, supporting multiple screens and configurations.
* Working knowledge of graphic design, audio and video multimedia features and handling various kinds of media using Photoshop, Flash.
* Hold a strong understanding of branching strategies in the context of mobile app development.
* Created custom services and exposed as library across the enterprise and integrated in UI using MVVM pattern.
* Working in start-up environment, recently building an Android app that is live in Google Play store, and understanding of design patterns, software architecture, and AGILE/SCRUM.
* Extensive experience in building mobile applications using Android framework APIs (Location, Camera, Animations, Bluetooth and BLE, Maps)
* Hands on experience using media framework using Android API and skills like multimedia usage, video, sound and graphics, networking.
* Used Flutter Framework for building mobile apps using dart and successfully delivered both android and iOS variants.
* Replaced some of the Native code components of older apps with React Native and extensively used available API’s.
* Experience in localizing the application to support multiple languages in different countries.
* Experienced in integrating payments in apps such as PayPal, Authorized.net and other common Libraries as well.
* Used React Native Framework for building web and mobile apps using JavaScript.
* Worked on Integration Tests and used testing framework and data interchange in Java and few databases like Room and SQLite as well.
* Familiarity with continuous integration using Jenkins and GitLab tools to generate the android binaries in the pipeline way of working.
* Experience in building Multimedia Based applications to play local audio, video files and streaming Audio & Video content from remote media servers.
* Experienced in integration of RESTful cloud services such as Google firebase and consuming REST APIs from android applications. Using open-source libraries such as Retrofit, Butter knife, Dagger and Google android architecture components.
* Hands-on experience developing stable, reliable and backward compatible mobile applications.
* Expertise in using IDEs like Eclipse, ADT Bundle and Android Studio for Android programming.
* Developed Custom Android SDK using java and Kotlin.
* Experience in building enterprise mobile applications using existing infrastructure Java/J2EE platform.
* Hands on experience in object-oriented designing such as Encapsulation, abstraction, Polymorphism, Cohesion and Coupling.
* Used cross platform React Native and flutter to develop apps supporting both Android and iOS devices.
* Hands on experience in working with third party libraries like Dagger, Retrofit.
* Experience in design and development of Rich Mobile Applications using cross platform frameworks such as flutter and JavaScript, XML, Ajax CSS, and HTML5.
* Used SCRUM-Agile software development method for managing application developments.
* Used Repository Management tool across network operations.
* Worked with GIT to handle very large projects and GERRIT to submit changes for the project.
* Experience in version control systems like GIT, SVN and application servers like Tomcat.

**Technical Skills**

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| --- | --- |
| **Languages:** | Java, Kotlin, Dart, JavaScript, C, C++, C#, PHP, HTML, CSS and XML |
| **Android OS:** | Android 2.x to Android 13.x  |
| **Development and tools**  | Retrofit/Retrofit2, OkHttp, Dagger, SQLite/Room DB, Coroutines and Flow, Live Data, Navigation Components Work Manger, Jetpack Compose Dagger, Rx-Java, Amplitude, MockK, Mockito, J-Unit, Espresso, UI Automator, Crash Analytics, SonarQube, Jenkins, GitLab, Confluence, Moshi, Glide, RxJava, GSON, Room, Dagger2, Jenkins, Android Profiler, Coroutines, Constraint Layouts, Jetpack Components, ViewModel, LiveData, Data Binding, View Binding, RecyclerView, Services, Google Maps API, MS Office, Open Office Suite. |
| **Web Frameworks** | Angular, Node Js, Ionic Framework, websphere. |
| **Testing Frameworks:** | Application Unit Testing, Android Unit Testing, Robotium, Appium, Espresso, JUnit, Mockito, Mockk |
| **IDE:** | Android Studio, Eclipse 4.4/ 4.5/ 4.6, IntelliJ, and VS Code, |
| **Android Tools:** | Material Layout design, fragments, multi-threading, NDK sensors, Beacons, Jenkins OpenGL-ES, multi-touch, Apache Cordova, profiling NFC, Dexguard/Progaurd, Gradle. |
| **Design Patterns:** | Object-oriented design, MVVM, MVC, MVP, Redux and Bloc, Clean Architecture, Singleton, Builder and SOA  |
| **Version controls:** | SVN, Git/GitHub, Bit Bucket, and GitLab |
| **Methodologies:** | SDLC, Agile (Scrum/Extreme Programming). |
| **Design/Version Control:** | Figma, Invision Studio, Sketch and illustrator, AdobeXd. |

**Certifications:**

**Android Enterprise Certified Professional – 2024**

**Google Certified Associate Android Developer – 2020**

**Professional Experience**

**Client: Walgreens - Chicago, IL March 2024 – Current**

**Role: Senior/Lead Android Application Developer**

**App Link:** [**https://play.google.com/store/apps/details?id=com.usablenet.mobile.walgreen**](https://play.google.com/store/apps/details?id=com.usablenet.mobile.walgreen)

**Responsibilities:**

● Lead the team of 4 members for design and development of significant mobile application features or projects.

● Collaborate with cross-functional teams to refine and prioritize software requirements

● Participate in code reviews across teams to maintain high-quality code standards.

●Contribute to the improvement, scalability, and performance of development processes and software architecture.

● Collaborate with cross functional teams to debug and improve products.

●Document and demonstrate solutions by developing documentation, code comments, clear and efficient code

● Working with MVVM architecture with Room Data Base.

● Leveraged cutting edge technology like Kotlin, Android Jetpack, Retrofit, Navigation, View Model, Room,

● In-depth experience in using Kotlin with Android Studio designing Ul layouts using Linear Layout, Relative

Layout, Frame Layout, Table Layout, List View, Grid View and using Android native widgets. Performing

peer code reviews for immediate and related teams.

● Sharing technical solutions and product ideas with the team through design review, pair programming,

code review and tech talk.

● Coordinating with Architecture and services teams on new designs and foundational / infrastructural

application changes.

● Unit testing with Mockito, Junit and UI testing with Espresso.

● Adding feature flags for new features with firebase remote config.

● Work with lead mobile developers to establish common development tools, and frameworks/libraries that

the group will use.

● Perform performance tuning to improve performance over multiple functions.

● Lint analysis for the code base and fixing errors and warnings.

● Work with other developers, designers and product/business managers to develop new features consistent

with product roadmap.

● Worked closely with design teams to implement UI/UX designs using Figma prototypes for new features to

the application

● Create frameworks and automation in the development process to maximize build efficiency and secure

solid code.

● Help to continuously improve development work in all areas (coding, processes, tools, testing, etc.)

● Know how to use DDMS and Android Developer Tools for development and performance debugging.

● Working with BLE technology for beacon pairing and Google maps with external SDKs.

● Work with lead mobile developers to reviews how new features will be implemented to make sure that

they are consistent.

● Incorporated Volley library to send data and receive response in JSON format from the server and parsing

of the data and showing it on the recycler view.

● Working with UI/UX designers to implement new features to the application.

● Usage of multiple REST APIs and writing logics according to product owners requirements.

● Error handling for different API responses, setting responses to TO classes and showing using snack bars,

message boxes and Toast messages.

● Testing the API responses with POSTMAN and knowledge in Swagger documentation.

**Environment:** Android SDK 4.0 and above, React native, Android Studio, Java, Kotlin, JDK 8.0, Gradle. Junit, Mokito, Espresso, Firebase, Google analytics, Crashlytics, Retrofit, Dynamic links, Github workflows, Figma, Jira, Confluence, Charles proxy, Proxyman, UI development, Mvvm.

**Client: United Airlines – Houston, TX November, 2021 – February 2024**

**Role: Sr. Android Application Developer**

**Responsibilities:**

* Led a team of developers in designing, developing, and maintaining the United Airlines mobile application, ensuring a seamless and user-friendly experience for millions of travelers
* Coordinated with cross-functional teams, including UX/UI designers, backend engineers, and product managers, to align mobile app features with business objectives.
* Implemented best practices for Agile development, optimizing workflows, and improving team productivity by 20%.
* Monitored app performance and user feedback, identifying areas for improvement and leading efforts to enhance app stability and performance.
* Facilitated team meetings, sprint planning, and retrospectives, ensuring consistent communication and adherence to project timelines.
* Managed technical debt and conducted code reviews to maintain high-quality standards in the mobile application.
* Oversee the complete Android development lifecycle, ensuring timely delivery and adherence to project requirements.
* Drive architecture and design decisions, implementing scalable and maintainable solutions using MVVM, Clean Architecture, and Jetpack Components.
* Conduct thorough code reviews and implement quality assurance practices to ensure clean, efficient, and secure code.
* Collaborate with cross-functional teams, including designers and backend engineers, to ensure seamless integration and alignment with business goals.
* Monitor project progress and performance, troubleshooting complex issues and resolving blockers to maintain development velocity
* Implement Jetpack Compose such as composable functions, setting the content to the screen, and updating content
* Wrote test cases across multiple features for View Models using Kotlin, Mockk, Espresso for automated UI and Robolectric integration testing framework.
* Developed view models in Kotlin using MVVM app architecture for ease of maintainability and extensibility, as well as improved quality testing.
* Ensure effectiveness of SCRUM related meetings for Android app team.
* Developed and maintained mobile applications using Flutter, resulting in improved user engagement and satisfaction.
* Collaborated closely with cross-functional teams to gather requirements, define project scopes, and meet project deadlines.
* Implemented custom widgets and animations to enhance the visual appeal and user interactivity of the apps.
* Integrated Firebase and other backend services for authentication, database, and cloud functions.
* Participated in Agile development processes, including sprint planning, stand-up meetings, and retrospectives.
* Conducted user testing and gathered feedback for iterative app improvements.
* Assisted in app deployment to Google Play Store and Apple App Store
* Collaborated with UX, UI, content researchers, architecture, and delivery teams to develop optimal solutions from both a technological and client perspective.
* Construct complex modules, components, reusability of classes and decoupling of dependencies using Dagger2 dependency injection.
* Used Android Jetpack’s Live Data to simplify data updates across the lifecycle and configuration changes for the UI.
* Worked with source code interoperability, coding in both Java and Kotlin with development in Android Studio IDE.
* Participate in code reviews and contribute to raising the quality of the product using best coding practices, static code analysis and material design principles.
* Implemented Test Driven Development (TDD) cases using Junit and Mockito to increase the code coverage of java in classes of the project.
* Programmed in Kotlin as the main code language for the Android application.
* Implemented newer features in Kotlin and migrated some existing Java code to Kotlin.
* Implemented Android Support Libraries for backward compatibility.
* Enabled notifications with Google Cloud Messaging.
* Participate in daily stand-ups and sprint meetings.
* Maintained Android app quality in development through continuous integration process using GitLab.
* Designed several screens in jetpack compose. Jetpack components including navigation
* Applied Android JetPack components such as Room, WorkManager, ViewModel and LiveData.
* Utilized two-way data binding to communicate between ViewModel and XML files.
* Performed unit and system tests with JUnit, Mockito, and Espresso.
* Utilized Cucumber for BDD (Behaviour Driven Development)
* Applied Dagger 2 for dependency injection.
* Configured Git server as the software version control tool.
* Implemented Picture-in-Picture (PiP) functionality.
* Coded Bluetooth BLE services to scan devices and communicate attributes between them using RxAndroidBLE library
* Used JIRA for tracking stories and the story progression through the Development, QA (Quality Assurance), and Acceptance Testing.
* Pair programed to complete user stories like track subscriptions, spending analytics and connect all bank, credit card accounts using checkout SDK, Emma RESTful API and NDK.
* Used custom views to easily re-use UI components built to UI/UX design specifications.
* Applied Dagger 2 as the library for dependency injection for readability and clean code.
* Created API layer connections for several endpoints.
* Refactored API layers to KMP connections
* Addressed several bugs as they arose and were assigned to me.
* Used Retrofit, Coroutines, and data binding in MVVM clean-code architecture.
* Work with UX, UI, Content researchers, architecture and other delivery teams to help develop right solutions looking from technology and also from client's perspective.
* Implement BrainTree SDK to use credit card tokenization to save customer card information and accept more payment types for PayPal, Apple Pay, and Android Pay
* Helped mentor junior developer in adapting to Android from his background in Java.
* Help to build and define the API contracts between applications and middleware systems using Swagger, Mockserver API
* Apply bridge design pattern to decouple the interfaces from implementation and hiding the implementation details from the client programs.
* Supported the design, development, testing and implementation of new business and support applications.
* Worked closely with the testing team as per mockup and test planning and with the internal releases.
* Working with data binding with Android Jetpack, and custom attributes to format and process data contained in model resources.
* Created view model classes across the enterprise and integrated in UI using MVVM pattern.
* Used Retrofit and RxJava to consume RESTful web services and handle multithreading on background for smooth performance.
* Integrate End of List Listener for use of detecting when the user has scrolled to the bottom and Pull-to-Refresh functionality.
* Resolve major bug relating Firebase push notification implementation by configuring certain interfaces to receive latest information from backend.
* Measure CPU, memory, network, and battery resources performance with Android Profiler (Energy Profiler, Network Profiler, CPU Profiler)
* Write code to synchronize backend data locally in SQLite database for offline usage and develop Preferences setting fragment.
* Developed in Android SDK (Android 5.1 - 8.1) in Android Studio, coding exclusively in Kotlin, using the latest version of Android Studio.
* Worked in 2-week sprints beginning with Confidential Planning and ending with Confidential Retrospective.
* Collaborated with the web application development team to ensure proper integration between mobile application and web application. Also, used GSON converter to convert the retrofit JSON response to the java object.
* Worked with Git and I managed the Git repository, multiple branches.
* Converted from Rx1 to Rx2 including support for both Java and Kotlin
* Converted old responses into using Rx2 error handling methods.
* Configure GCM with Mix Panel SDK to enable push notification services to receive alert.
* Work on Get, Post, Put HTTP API request, parse XML data using XML Serialization library and display in custom list view with headers.
* Implemented Firebase for a real-time database, and Firebase Push Notifications.
* Configured multiple analytic tools to get valuable information on a post-install state: Crashlytics, Mixpanel, Flurry, Answers.
* Implemented List views for displaying new releases.
* Used lazy loading of heavy resources; caching images on LRU cache as well as files on worker threads for performance.
* Developed Android app screens and its workflow using Activity and Fragments
* Implemented updated views for UI using Recycler View, View Pager and Navigation Drawer
* Work closely with other developers and end users to ensure technical compatibility and user satisfaction.
* Optimize for code size by applying custom ProGuard shrinking and optimize minimal allocation of objects and bytes.
* Used Retrofit to make services calls and also implemented local storeroom DB to store data.
* Implementing Test with Expresso and Junit for Instrumented tests
* Regularly followed up with Development Team to discuss discrepancies identified during testing and performance tuning.
* Intimate with Google Play Store publishing procedure and guidelines
* Used GIT for project management and version control.
* Used JSON to fetch data from the server using RESTful web services.
* Provided subsequent releases which included feature changes, enhancements.

**Environment:** Kotlin, Java, MVVM, Android APIs, Android SDK, Android API's, JDK, XML, JSON, GPS, ADT Plug-in, Coroutines, Live data , Flow, Retrofit, Firebase, Dagger, GIT, Jira, Data binding, JSON, RESTFul Web service, Swagger, console, RoomDb, Expresso, Unit Testing, Jenkins,

**Client: Verizon - Dallas, TX April, 2019 – October, 2021**

**Role: Sr. Android Application Developer**

**Responsibilities:**

* Worked with a team that followed an Agile/Scrum project delivery methodology with daily stand-ups using tools such as Jira to assist in the development process.
* Applied build work to a MVVM clean code architectural pattern and programmed in a pure Kotlin codebase for the project.
* Applied technical work on functions and features of an app that works with online orders received via Zebra hand-held devices. Each order is claimed by an associate, staged subject to availability, batched if orders are more than one, packaged if required, placed in a locker if qualifies or in store if otherwise, categorized as pickup or delivery as per customer’s requirement, and flagged Ready for Customer when it is available for pickup.
* Included a time counter to inform associates of the time remaining for an order to be picked up and when same order was overdue.
* Implemented feature flags like locker recommendations and substitutions to enable some store functionalities work on the test app.
* Implemented several analytics features to enable management to track module usage as requested.
* Assisted colleagues with their tickets as the need arose.
* Implemented analytics using Firebase analytics framework to track user behavior in app.
* Used Firebase App Distribution for getting applications to testers and team.
* Use Jira to manage the project backlog and tasks assignment and tracking.
* Worked with testers and helped write Functional, Unit, and Instrument tests using Mockito and Espresso.
* Increased the unit test coverage for all the modules
* Applied Jacoco tool to ensure complete code coverage review.
* Resolved some production issues as related to print label function issues and app crashing when clicked on a few open orders.
* Interacted with the Jetpack library.
* Used Hilt for dependency Injection.
* Built app using Kotlin programming language, MVVM architecture, and the latest UI technology – Jetpack Compose.
* Implemented a nine-page onboarding screen using Jetpack Compose.
* Created new Keto app repository from the company’s parent proprietary repository.
* Implemented MP chart framework used to display the ketosis graph.
* Worked on an Agile dev team and served as a key member responsible for planning, direction, and development.
* Refactored dependency injection from Dagger to Hilt dagger to conform with Kotlin best practices.
* Refactored some of the code from LiveData to Flows, Stateflow, etc. as applicable.
* Implemented the UI test framework using Mockito.
* Worked with Jenkins CI (Continuous Integration) server for continuous integration and followed Test-Driven Development (TDD) methods.
* Used Jira to manage the project backlog and tasks assignment and tracking.
* Used Bitbucket to manage Git repositories and versioning control.
* Applied Jetpack libraries.

**Environment:** Android SDK, Jacoco, Java, JSON, JUNIT 3, Android studio, jetpack, Google APIs, SQ Lite, Expresso, Mockito, Azure, MVC, MVVM, Android APIs, Dagger, Kotlin with REST Web service, Swagger, Expresso, OAUTH.

**Client: Caterpillar – Chicago, IL Jan, 2018 – March, 2019**

**Role: Sr. Android Application Developer**

**Responsibilities:**

* Develop user friendly UI of the app by following Google’s Material Design guidelines using strong understanding of functional programming and reactive patterns.
* Implemented the custom user interface SDK module for Android App.
* Developed application in MVVM architecture to achieve a scalable, testable, and maintainable project.
* Developed application using components like Activities, Fragments, Broadcast Receivers and Services in Android.
* Created new features programmatically using Kotlin and Eliminated null point exceptions using Kotlin.
* Working with Kotlin, Java, Android SDK, Gradle, and Android Studio in a large, enterprise environment as part of a team of Android engineers.
* Creating Android mobile apps in both Java and Kotlin using both Android Studio and Eclipse.
* Implemented List views for displaying new releases.
* Provided subsequent releases which included feature changes, enhancements.
* Stays current on technology and new developments in Android and mobile app industry.
* Adapt at UI implementation based on design specifications following Material Design guidelines, and using animations and UX optimization techniques, Fragments, Layouts, Compound Views, Custom Views, ListView and RecyclerView.
* Skilled in use of navigation drawer, floating action button, widgets and various UI techniques.
* Setup proper interactions of the front-end design and implementation with backend servers.
* The mobile application was developed with JAVA mixed with Kotlin using Android Studio
* Implementation of Android mobile apps using MVC, MVP, MVVM, and various design patterns such as Abstract Factory, Builder, Façade, Command, Observer, Visitor, Proxy, Singleton, and more.
* Expert in the interaction between various devices and different versions of Android.
* Construct complex modules, components, reusability of classes and decoupling of dependencies using Dagger2 dependency injection.
* Experience with network programming and consuming third - party APIs.
* Developed the UI screens using Android SDK and Eclipse plug-in to support Portrait and Landscape modes.
* Experience with audio features, video features, graphics design, interactive design and animation, and Android Multimedia Framework.
* Write testable, reliable and reusable robust code.
* Integrating new technologies into the applications with new release of Android OS every year.
* Collaborate with cross-functional teams to define, design, and ship new features.
* To use and work with outside APIs and data sources.
* Optimizing and stabilizing the parallel execution of the API and UI tests that are written in java and Kotlin.
* Unit testing with JUnit, Mockito, Expresso
* Encrypt and decrypt the shared preference data with the Android Security Library
* Translate designs and wireframes into high-quality code.
* Worked with Android SDK and Eclipse IDE along with Android ADT plug in.
* Used Android Studio as main IDE working in Java and Kotlin.
* Worked on UI updates, bug/crash fixes, unit tests.
* Experienced in the design and implementation of Android HAL for various devices like display, touch screen, Audio, camera, GSM, LTE, Bluetooth, BLE, Wi-Fi, RIL, USB, USB OTG, HDMI.
* Worked on Bluetooth protocol to make wireless connection to other Bluetooth devices.
* Work with design patterns like Singleton, Strategy, Factory, Adapter, etc.
* Worked with QA team and other developers in review and approval process.
* Migrated Java code to Kotlin and Introduced new way of writing async programming with coroutines and flow to the project.
* Work with design patterns like Singleton, Strategy, Factory, Adapter, etc.
* Implemented Kotlin with Android content providers for implementing features like sending E-mails, SMS, etc., from the app and designed suitable GUI for these applications.
* Worked with Eclipse IDE, Android SDK, Android Emulator
* Responsible for developing JUnit Test Case Classes, Test Suite in Integration environment.
* Working with Android Architecture Components like Live Data, Room and View Model as well as open-source libraries like Retrofit, Picasso, and OkHttp to build modern, architecturally compliant, and future-ready apps

**Environment:** Android SDK, Java, MVC, MVVM, Android APIs, Dagger, Kotlin with Android studio, jetpack, Google APIs, REST Web service, Swagger, Expresso, JSON, JUNIT 3, SQ Lite, Expresso, Mockito, Azure, OAUTH.

**Client: Visa – Austin, Tx Nov, 2016 – Dec, 2017**

**Role: Android Developer**

**Responsibilities:**

* Implemented Challenging UX components with browser top/bottom pane animation on scrolling the web content.
* Designed Android UI/UX using Android widgets like list view, recycler view, buttons, text views, View Flipper etc.
* Created custom dot paginator and designed many fragment layouts using view pager as the base activityPerformed code reviews and supported team made in reviewing and refactoring Java code for maintainability, testability and reusability.
* Integrated location-based services using Google Maps API to display locations of the nearest stores.
* Integrated Salesforce SDK for providing implementation of OAuth2, using Java wrappers for the Salesforce REST API onto the International app across eight countries.
* Implemented web views, list views & populated lists to display the lists from database using simple adapters.
* Used Android Studio for Android development using Java and Kotlin.
* Tested the application on various Android devices.
* Implementing Test Driven Development (TDD) using Junit, Mockito.
* Provided task estimations including time, resources and effort.
* Used OkHTTP, Retrofit2, and GSON to make REST calls and parse json from APIs
* The Android team was an Agile environment with Confidential planning, Confidential Retrospective and Confidential backlog.
* Set-up build flavor for using a mock service for integration testing
* Worked on migrating financial services offered on website to Android app
* Consumed REST services to bind data to views
* Used MVC architecture as the basis for the Android app with design patterns for specific modules such as Decorator, Visitor, Façade, and Singleton.
* Created generic custom views that were reusable across all screens
* Used material design principles and followed style guides to create UI
* Used lazy loading of heavy resources; caching images on LRU cache as well as files on worker threads for performance.
* Worked in layouts and UX design and layout using both XML, and custom Android views.
* Flattened existing nested layout hierarchies using Constraint Layout
* Used Dagger 2 and Butter Knife for dependency and view injection
* Integrated Firebase Crash Reporting for event logging and monitoring
* Used Google Analytics crash reports to improve app performance/ratings
* Conducted daily scrums to discuss app ratings and possible improvements
* Integrated deep linking between Android and Website
* Junit and Mockito for unit and instrumented tests.
* Implemented data persistence using SQLite and SQLiteOpenHelper.
* Used faster image loading libraries of Glide to manage bitmaps to improve Android app performance with Picasso for product images for high resolution.
* Worked closely with UI/UX designers to design an implementation to match their vision.
* Created custom infinite recycler view that is now used throughout the app for scrolling images and videos.
* Used SQLite to cache the data received from the Restful web services.
* Constructing HTTP requests, fetching server response and parsing feeds wherever required.
* Analysis of mobile application code for re-engineering.
* Developed user-friendly UI (user interface) using advance design pattern like android Navigation drawer, Fragment, List View, Action bar, Scroll Tab and Grid View as per the client request
* Experienced in developing Android native applications, published in the Google Play store.
* Involved in requirement gathering and designing of the application.
* Responsible for consuming the REST services, getting JSON response and parsing them to get the required information.
* Rewrite Rails API in Kotlin for better performance.
* Track record of shipping software and successfully released apps on Google Play
* Participated on the migration of code to Kotlin
* Involved in migrating Java based implementations to Kotlin
* Migrated multiple components to Kotlin making use of the new extension functions, delegate properties
* Worked on React Native framework for implementing all the UI Components.
* Built apps with parts of the application written in React Native and part of it written in Native code.
* Implemented Google Maps API v2 with forward and reverse geo-location.
* Handled Sales Force integration which was a crucial part of the project to deal with consumer data
* Designed the architecture for online access of Salesforce data and offline storage.
* Implemented better Sync process for syncing multiple basic tables from Salesforce for offline usage. These tables’ data contains all the dropdown options to be used at various forms throughout the app
* Implemented the app with various third-party libraries like Retrofit, GSON, Picasso, and Dagger.
* Handling XML data using efficient parsing techniques such as DOM parser.
* Used GIT-HUB as our project version controller, where used to commit and push the developed, working code.
* Work closely with the web application development team to ensure proper integration between mobile application and web application.
* Used Crashlytics, while testing the application, to verify the proper free flow working of the application.

**Environment:** Android SDK, Android, SQLite 3.6, Eclipse IDE 4.6, Java, Gradle, Dagger dependency injection, Android API's, Retrofit, BLE, Android NDK, Kotlin 1.2/ 1.3, Android design library, Jenkins, JUnit, JDK 1.6, XML, JSON, HTML, RX-JAVA, CSS, SQLite, GPS service, Log cat, Windows 7, Git (code repository)

**Client: ICICI Bank – Hyderabad, India Jan, 2013 – Oct, 2016**

**Role: Android Developer**

**Responsibilities:**

* Designed UI using views provided by Android and created custom views when required. Involved in updating the application UI and application data structure.
* Configure MixPanel SDK with GCM to enable push notification services to send order updates, tracking info and more.
* Create UI screen, call API services to build a feature ‘Save coupons to profile to use in store and online.
* Write code to configure Wi-Fi connections, pair with Bluetooth devices, network access and receive data from Internet.
* Implemented SQLite data base for adding/editing cart items.
* Used JIRA to keep track of outstanding bugs, participated in daily standups, sprint reviews, Kickoffs.
* Developed a Robust Native Android mobile application for utilizing and managing secure API.
* Implemented Payment gateway using PayPal.
* Make asynchronous HTTP requests, handle responses in anonymous callbacks and streamed JSON uploads using Android Asynchronous Http Client library.
* Worked on Restful API services asynchronously and display list in RecyclerView
* Using PhoneGap to access device APIs such as camera and geolocation to deploy an Android app.
* Implement the user interface by using Custom Views, AndroidSlidingUpPanel, paging indicator, Sliding Menu, Recycler Views, Coordinator Layout.
* Involved in user meetings to gather the requirements of the application and worked on application designing, testing, deployment, and maintenance.
* Implement a full native keyboard into the application, replacing their bugged custom one.
* Map tests to requirements to track test coverage and support for data-driven test cases.
* Involve in fast prototyping of user interactions and iteration based on feedback from peer.
* Work collaboratively with a team in an Agile and CI/CD environment
* Redesigned the cart checkout process with enhancements such as the accordion-style interface that acts as guide to complete user purchase.
* Implemented widget plugin project using Search API, Content Providers, and Database API.
* Developed business logic along with connecting the application to the server with REST web services.
* Extensive work on BTLE for low energy consumption on BLE devices.
* Implemented Location based service using Google Maps API that enables to search the nearest store located.

**Environment:** Android SDK, Git, Bean Stack, Android 5.0/ 6.0, MVC, REST, Eclipse IDE, JSON, BLE, JAVA, Pro Guard, Google Maps API, CI/CD Tools, JSON, NDK, SQLite, Linux/UNIX, XML.

**Education Details:**

**Degree**:**Bachelor of Technology (BTech) -** Computer Science

**University:** JNTUH College of Engineering Hyderabad, India