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# SKILLS

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Kotlin** | **Android JetPack** | **Google Maps API** | **Loaders** | **RxJava** | **Job Scheduler** | **Room** | **AsyncTask** |
| **Material Design** | **Recycler View** | **Firebase** | **Google Analytics** | **Push Notifications** | **TDD** | **RoboGuice** | **Junit** |
| **ButterKnife** | **Dagger** | **Mockito** | **Reactive Programming** | **WorkManager** | **BLE** | **Wi-Fi** | **Socket** |
| **Fabric** | **Firebase** | **Fragments** | **Builder** | **Factory** | **Adapter** | **Singleton** | **Timber** |
| **RxKotlin** | **Okio** | **Jenkins** | **Gerrit** | **Multithreading** | **Services** | **Content Providers** | **Leak Canary** |
| **Handler** | **Loopers** | **Okhttp** | **JetPack** | **CustomViews** | **Koin** | **SonarCube** | **MVVM** |
| **Profilers** | **UrbanAirship** | **Flow API** | **Multithreading** | **Leak Canary** | **HandlerThread** | **RESTful web services** | **Bitbucket** |
| **GitHub** | **Gitlab** | **Test Automation** | **Mockito** | **Espresso** | **Dependency Injection** | **MVP** | **C++** |

# SUMMARY

* 5+ years of experience in Java and 3 years in kotlin standard industry design patterns, and Object-Oriented Programming, espresso and automation
* have experience as a scrum master for a development team with a team of 3 to 15 developers.
* handled the documentation in the design phase and set up a feature branching workflow.
* organized user stories and delegated tasks according to strengths.
* Strong Android development experience with an appreciation of design, testing and backend Web Services
* Excellent knowledge of building scalable code using dependency injection (Dagger, RXJava, Retrofit/Volley, Room, Volley, ViewModel, LiveData)
* Experience in optimising performance and memory usage of Android Apps
* Experience in writing custom UI components and libraries
* Experience with multi-threading, integration with REST and SOAP APIs, custom view animations and transitions, and producing reusable libraries
* Passion for Test Driven Development and/or Behaviour Driven Development
* Experience with Android’s Animation Framework
* Experience in conceptualising, implementing, and publishing apps
* Familiar with Wi-Fi, Bluetooth, NFC and other short distance wireless communications protocols
* Ability to multi-task, work independently or as part of a team, and flexible in terms of work location
* Working experience using agile, kanban, TDD, XP and scrum methodologies
* Offshore/Remote team collaboration and management experience
* Ability to work on multiple projects in parallel
* Exposure to continuous integration and continuous delivery practices, especially in an environment of weekly (or even more frequent) releases to production
* Used C and additional libraries to implement socket programming and piping for
* encrypted communications between client-server programs in a CLI environment.
* Completed several projects in C++ concerning artificial intelligence and advanced
* algorithms with heuristics, ultrasonic distance testing, and conducting analysis on cpu and memory overhead.
* Configured virtual machine servers and remotely generated and deployed full stack web
* sites with the LAMP stack using Secure Shell (SSH).

# WORK HISTORY

DICK'S Sporting Goods, Fitness

Sr. Android Developer

Coraopolis, PA

August 2019 – present

https://play.google.com/store/apps/details?id=dsgui.android

Responsibilities:

Contributed with a cross-platform team with 5 Android Developers and 5 iOS developers with 4 QA testers.

Participated in Scrum meetings and lead Kotlin migration effort.

Enforced 85% of code coverage across the entire application and followed a TDD methodology.

Technical contribution:

* Closely collaborated with QA testers to increase code coverage using unit testing and instrumented test.
* Implemented Kotlin documentation to decrease the learning curve for Jr Developers.
* Handled multiple sessions with Jr Developers to monitor Kotlin knowledge acquisition.
* Participated with lead developers and product owners to run demo sessions and demonstrate new feature implementation to stakeholders.
* Have been working with Android since 2015. Started as a mobile app developer for DuckDuckGo where I mainly worked on product documentation and authentication with OAuth. And have been working with several technologies associated with Android since. I have experience with developing in Java, Kotlin, as well as with testing, front end development and backend web services.
* Have used most popular versions of android including Oreo and Lollipop, especially for utilizing the latest dependencies and device-specific tools and features.
* Implemented several test cases following an TDD implementation.
* Created Mock implementations with capture arguments along with assertions.
* Created Roboelectric and Espresso test cases to have instrumentation test for several feature cases.
* Implemented Kotlin documentation to decrease the learning curve for Jr Developers.
* Handle multiple sessions with Jr Developers to monitor Kotlin knowledge acquisition.
* Collaborated in a Agile fashion environment with a 3 weeks of Sprint implementation and a week for retrospective.
* Participated with lead developers and product owners to run demo sessions and demonstrate new feature implementation to stackholders.
* Created Pixel perfect layouts following Android Material Design best practices.
* Refactored ListView implementations with Multiple ViewHolder and Recyclerviews.
* Created prove of concept to implement Epoxy library to substitute implementation of RecyclerView.
* Reduced APK size with Webp image file format to replace background and gradient background.
* Utilized dumpsys tool for debugging low performance UI accross the application.
* Configured Single Sign-on implementation with Firebase Authentication and also configuring OAuth tokens.
* Implemented a Repository layer for the ViewModel implementation and created cache data layer.
* Refactored login flow along with re-branding approach.
* Utilized Observables in the form of RxJava and implemented several operators to connect UI with the ViewModel.
* Used assisted injection with modules and components to remove high-coupled classes.
* Created Dagger dependencies to implement Dependency Inversion principles.
* Utilized Observables in the form of RxJava and implemented several operators to connect UI with the ViewModel in MVVM architecture.
* Used assisted injection with modules and components to remove highly coupled classes.
* Created Dagger dependencies to implement the Dependency Inversion principle.

Hurdlr: Track Mileage, Expenses, and Log Receipts

Mid Android Developer

Washington, D.C.

Sept 2018 - August 2019

https://play.google.com/store/apps/details?id=app.hurdlr.com&hl=en

Responsibilities:

Managed ongoing maintenance to fix bugs, add features and functionalities, and improve User Interface.

Collaborate with team to architect back-end services and databases to support apps.

Communicate with clients along with the Product team, to understand requirements and provide inputs

Technical contribution:

* Synchronise local GreenDAO database with backend MySql Database with for offline view of expense tracker data and IRS mileage log
* Performance Optimization Battery
* Followed Google guidelines to make the application battery optimized even with heavy usage.
* Create on two-dimensional scrolling of custom views and custom data adapter to view photos from the gallery
* Integrate Amazon in-app purchases to buy premium membership and expose advance report, receipt generation capabilities
* Work on securing the network traffic with Certificate Pinning to verify identity of the Host via SSL handshake along with AES encryption principle
* Coordinate with designers to create expense-tracker UI using custom and compound views
* Hold calls, meetings with external client to include mobile conversion, retention, and engagement through deep linking, user routing using Branch 3rd party SDK
* Work ShortcutBadger API to show the count of unread messages in bottom tabs on the main menu in the application
* Use Loopj library for asynchronous HTTP requests, handling responses in anonymous call-backs to get IRS mileage log JSON data
* Follow Google guidelines to make application battery optimised (not drain battery), even with heavy usage
* Integrate Dropbox API and Google Drive API to achieve cloud-based storage functionalities with backup of receipts and expense reports
* Collaborated with my team to architect back-end services and databases to support apps.

Turo - Better Than Car Rental

Android Specialist

San Francisco, CA

May 2017 - Sept 2018

https://play.google.com/store/apps/details?id=com.relayrides.android.relayrides

Responsibilities:

Worked on an Agile environment with 5 Android developers and interacted with backend developers.

Worked on a distributed version control system and handled branching strategy to effectible track working effort and increase production during the sprint cycle.

Technical contribution:

* Solely worked on displaying car filter options screen and Book cars directly from local hosts user story in
* Agile environment
* Implemented BrainTree SDK to Use credit card tokenization to save customer card information and accept
* more payment types with existing checkout form by adding buttons for PayPal, Apple Pay, Android Pay, and Venmo
* Integrated Segment SDK to collect customer data and send it to your tools for analytics, marketing
* automation, and raw data access with SQL. and conduct regular meetings with vendors
* Used Android Keystore system to store cryptographic keys in a container and protects key material from unauthorised use
* Created Custom Type Adapters easy to customize how values are converted to and from JSON
* Include AWS Mobile Hub User Sign-in feature before car is booking process is completed
* Worked on AWS Mobile Hub Cloud Logic mobile backend service feature to add business logic functions in the cloud and communicate with RestFul API from backend
* Replaced traditional charting library with new SciChart library for low memory and CPU footprint to plot large amount plot
* Implemented RxJava2 for multithreading with Retrofit, okhttp caching and functional operators(flatmap/map/zip/flowable/disposable) to make API calls to display list of cars in RecyclerView with custom header

HP Inc.

Mobile Android Developer

Palo Alto, CA

May 2016 - May 2017

https://play.google.com/store/apps/details?id=com.hp.android.printservice

Responsibilities:

Participated in an Agile environment to produce quality code and manage to resolve bug fixes.

Under few supervisions implementing and refactored base code to contribute quality code.

Integreated Reactive Extension strategy with RxJava library implementation.

Technical contribution:

* Deliver the new Android app with a significantly improved UX and design using the material design features; theme, toolbar, recycler view and animations
* (BLE) The application was a print driver plugin
* Used Rx Android BLE to be able to communicate with all external bluetooth devices from application using BLE packets
* Use Java CIFS Client Library to implement the CIFS/SMB networking protocol
* Pair program on InetSocketAddress class to explicitly bind and set the SO\_TIMEOUT on client sockets before they are connected
* Work on Wi-Fi APIs to communicate with the lower-level wireless stack for Wi-Fi network access.
* Troubleshoot app and fix critical bugs relating to network connections, Wi-Fi connections, full network access and Near Field Communication
* Provide continuous improvement through solutions to glitches in synchronisation, asynchronous APIs, and leveraging offline features
* Provide migration from RxJava1.0 to RxJava 2.0 using Flowable, Disposable, Schedulers, Bi-functions, operators and other functions
* Incorporate PhotoView imageView library to perform zooming, multi-touch, double-tap and update UI based on the zoom/scroll position
* Work on Google In-App Purchasing API to offer digital content and purchases
* Use shared preferences to store the list of connected address
* Use GoogleZxing library for multi-format 1D/2D barcode image processing
* Build prototypes at tech scoping stage of projects and create and maintain a technical framework to support the apps

DuckDuckGo Privacy Browser - Calculator

Mobile App Developer

Paoli, PA

Jun 2015 - May 2016

<https://play.google.com/store/apps/details?id=com.duckduckgo.mobile.android>

Responsibilities

Worked on the product documentation

Contributed and collaborated with developer team to write base code software on backlog items

Coded unit test systems in place of technical documents and lead developer’s requirement

Technical contribution:

* Implemented secure data encryption using an SQLCipher instance.
* Developed layouts for user options, navigations, and UI tools to display options and reload preferences in the app.
* Implemented Spork for handling dependency injection in options layout.
* Constantly profiling the app to ensure small memory footprint using DDMS
* Pair-Programmed to create the “Login” feature using facebook SDK and user email login through use of OAuth Authentication
* Incorporated Crashlytics to deliver real-time, detailed crash report with Jenkins CI
* Worked with LRU Cache to increase the performance of ListView scrolling to display latest data
* Worked on fast and reliable messaging system using Google Cloud Messaging API

# Education

Bachelor of Science, Computer Science La Sierra University Riverside, California in 2019