**Shreya**

Android Developer

**PROFESSIONAL SUMMARY:**

* **8 years** of IT experience in software development, includes experience in **Android development.**
* Design **GUI** and **interfaces with services** for mobile applications, Asynchronous Programming in Android (such as **Thread pool, Tasks and services**). Implemented the monetization of apps, which has capabilities to do in-app purchases.
* Experience with designing and developing web Applications using Java/J2EE, JavaScript, XML technologies and JSON.
* Develop Applications using **Eclipse IDE**, **Android SDK** and **ADT** plug-in.
* Implement native libraries in application by using **Android SDK**.
* Proficient in developing Android Framework Services using **Intent, Services and AIDL**.
* Strong in **MVC**, **MVP** and **MVVM** frameworks.
* Proficient in using Eclipse IDE with ADT plugin and Android Studio
* **Worked on Fragments, Activity workflow, Action Bar Navigation, Menu designs and view controls, and Loaders.**
* Used **SQLite to** cache the data received from the RESTful web services
* Good knowledge in **Jetpack** components **like Navigation, LiveData, ViewModel, Room**, etc.
* Worked on Android **DataBinding**.
* Good experience using various features of Kotlin **like Nullable Types, Data classes, HigherOrder functions and Coroutines.**
* Worked on Android App development with Android SDK using Eclipse IDE and Android Studio.
* Experience with source code control management like Git
* Knowledge in working with **audio and video** codec’s like **.3GPP, MPEG-4**.
* Good in public **API**s, such as **Google**, **Face book, You Tube** and **Twitter.**
* Experience in using Storage options in Android like **Shared Preferences, Internal, External and DB**.
* **Good at Espresso** and **Appium** for **UI** testing.
* Experience developing highly **efficient Kotlin and** Java code and view layouts and the ability to diagnose performance bottleneck.
* Skillful using a variety of libraries for asynchronous http request such as Volley and Retrofit
* **Play & record live stream or Video on demand media content using Media player, Media recorder, Video views and Surface Views.**
* Expertise in **OOP** (Object Oriented Programming) and **OOAD** (Object Oriented Analysis and Design) concepts.
* **Knowledge in developing Applications using Android Studio and Eclipse IDE and worked on ADT plug-ins of Android like SQLite.**
* Work on application from scratch using JetPack components and Android KTX.
* Proficient with common **Android Framework API’s** (Location, Camera, Notifications, Maps).
* Knowledge on using **CI** **Tools** like **Jenkins**.
* Expertise in implementing **JavaScript** for validation.
* Knowledge and exposure to full **Software Development Life Cycle** including design, data modeling, software implementation, and documentation.
* Fast and accurate coding using several IDE's including Android Studio, JDeveloper, Eclipse among others.
* Good understanding of **Web Services, XML Parsing** and **JSON**.
* Goal oriented, organized, team player with good interpersonal skills, thrives well within group environment as well as individually.
* Experienced on java and Kotlin with knowledge of Android application Framework Architecture and APIs
* Manage weekly sprints as developer in **Agile** **environment** using **JIRA**, **RALLY.**

**TECHNICAL SKILLS:**

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| --- | --- |
| **Programming Languages** | C, Java and Kotlin |
| **Web Technologies** | JSON, REST, SOAP, HTML5, CSS3 |
| **OS Platforms**  | Android, Linux, Windows XP/7/8/10 |
| **IDE/Tools** | Android Studio, Eclipse, DDMS, ADT, Espresso, Appium |
| **Build Tools** | Gradle, Maven, Jenkins,Jira |
| **Subversion Tools** | SVN, Git,Bitbucket |
| **Database** | SQLite / SQL, MySQL, Realm |
| **Emulators** | Android SDK Emulator, Various Android Devices |

**PROFESSIONAL EXPERIENCE:**

**Client: PNC BANK**

**Location: Pittsburgh, PA**

**Duration: Oct 2019 to till date**

**Role: Android Developer**

**Responsibilities:**

* Participating in application android development, defect validation, deployment.
* Designed material design user interface according to the requirements.
* Designed and developed the App screen navigation using **Dialog boxes**, **Action Bar Navigation control** and designed **Menus** based on the user context.
* Made Network Api calls using Retrofit and Kotlin Coroutines
* Used Android Studio Profiler to analyze, troubleshoot, debug, and optimize applications.
* Used SQLite to cache the data received from the RESTful web services.
* Worked on designing the layouts to compatible with screens of different resolutions.
* Working with Creative Designers and UX Specialists to make interface appealing and usable.
* Worked with QA and product to design integration and usability test plans.
* Creating and developing app with Dagger2 + RXJAVA + MVP + layer pattern.
* Used Object oriented programming principles and worked on **MVP (Modal View Presenter)** pattern.
* Developed App screens and its workflow using Activity and Fragments which has views such as List View and Scroll View.
* Used Retrofit to make asynchronous HTTP requests in an anonymous callback.
* Created a new **XML** layout with Android **Map View** to display the location Map and defined the layout that can be reuse,
* Used SQLite for local data storage in Android application.
* Worked with Architecture components from Android Jetpack library like Room databases
* Downloaded and uploaded content from back end web server via **REST API**.
* Designed and built an advanced application for the Android platform using latest Android SDK, Android Studio and APIs
* Developed the Mobile Agent application using Android Studio and Android SDK package
* Used **RXJAVA**, **Dagger UI, Butter Knife** android libraries.
* Worked with **Observable, Interactor and Observer** to get the data from the server and to publish it on to UI.
* Created and developed application features using Kotlin in an MVVM architecture
* Implemented **Broadcast Receivers** for sending MMS and SMS messages from Sprint Zone application to the Messaging client application.
* Using **Agile Methodology** and **Jira** for sprint tracking.
* Efficient use of external libraries like Retrofit, OkHTTP and GSON for serialization and deserialization of JSON data returned from the external API
* Worked on Fire Base cloud messaging for **push notification.**
* Coding in the Android application in Java/ using Android Studio.
* Used Retrofit to make the 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 **Restful Web Services** and Continuous **Integration**.
* Implementing **Analytics** in the application.
* Experience in using SQLite Database, Content Providers and Sync Adapters for mobile data management.
* Used Android Studio Translations editor, and collaborated with French translators to localize the UI for Rogers app
* Worked on newer features using best practices and latest android jetpack components.
* Using **Web Views, Recycler Views** & populated lists from databases using simple adapters.
* Used **fragments** to build small re-usable pieces that are easier to manage and allow for a more fluid visual design and also can adapt to tablet and phone resolutions.
* Created a local database using **SQLite** to store and retrieve the data.
* Use Retrofit to make asynchronous HTTP requests, handle responses in anonymous callbacks
* Implemented the functionality of getting the download progress, aborting the download.
* Using **GIT** for source code management.
* Took care of code review, code fixes and bug fixes
* Using **Abd logcat, DDMS** for Debugging.

**Environment: Android SDK 8, 9, Java, kotlin, Android Studio, JSON, XML, Gitlab, Rally, App center, Confluence.**

**Client: Ardent Technologies**

**Location: Hyderabad, India**

**Duration: June 2017 – July 2019**

**Role: Android Developer**

**Responsibilities**

* Requirement gathering, Analysis, android application development, defect validation, deployment and production maintenance.
* Designed the User Interface according to the requirements using **UI Groups**, **UI components**.
* Designed the features for the database interface relevant for the mobile application
* Used Retrofit to post data from HTTP request to the server and retrieves the JSON data, parse it and cache it on file system or SQLite database
* Designed the **Custom Dialog** using the Fragment Activity.
* Designed the **Custom Action bar**, **Custom Progress bar** while making service calls.
* Developed App screens and its workflow using **Activity** and **Fragments** which has views such as List View and Scroll View.
* Sound knowledge in Android Sdk, Web Services, JSON, Eclipse, SQLite database, Activities, Services, Broadcast Receivers, UI Designing.
* Used Android Studio as IDE and all its capabilities: Build Variants and social media plugins.
* Developed the Mobile Agent application using Android Studio and Android SDK package.
* Developed Custom List Adapters to display Complex Lists.
* Used **Async Task** for multithreading
* Efficient use of external libraries like Retrofit, OkHTTP and GSON for serialization and deserialization of JSON data returned from the external API
* Hands-on experience with Java and Kotlin
* Worked on designing the layouts to compatible with screens of different resolutions.
* Used **Vidyo platform API’s** to get video calling feature in our application.
* Registered the **Broadcast Receivers** with various intent filters for the android system announcements.
* Created a pop-up **notification** for alerting users.
* Design and built an advanced application for the Android platform using latest Android SDK, Android Studio and APIs
* Used **web view** to show html 5 pages.
* Migrate code **to Kotlin language** with coroutines, sealed classes, null safety check on Techron Advantage Card feature to check balance and make payments.
* Worked on **Agile Methodology**

 **Environment: Android SDK 7,8, Java, kotlin, Android Studio, JSON, XML, Gitlab, Jira, App center, Confluence.**

**Client: eRetail Technologies**

**Location: Hyderabad, India**

**Duration: Mar 2015 – April 2017**

**Role: Android Developer**

**Responsibilities:**

* Participated in all phases of Software Development Life Cycle (SDLC) like Analysis, Design, Development, Implementation and Testing of the project.
* Documenting data based on Agile Methodology SCRUM basis.
* Designed and developed network frameworks to consume RESTful APIs using Retrofit to fetch user profile and daily transaction details.
* Designed Custom Dialog, Custom Action bar, Custom Progress bar using fragment activity.
* Worked with Android Studio and the latest Android SDK in developing mobile application.
* Developed rich user interface of the application by making best use of the Android UI Layouts and Fragments.
* Implemented several types of Layouts like Linear Layout, Relative Layout, and Table Layout & Frame Layout.
* Made the best possible use of widgets like Text Views, Image Views, Buttons, List View, Scroll View, Progress Bar etc.
* Enhance Android middleware to facilitate features for new Motorola experiences.
* Implemented TDD and development the test design for the project before it was coded.
* Agile Java Development Test-driven Development using JUnit RAD.
* Developed activities, UI layers natively and customized as per the client request.
* Implemented unit testing across the application and used Espresso and Appium for UI testing.
* Consumed REST services, got JSON response and parsing them to get the required information.
* Worked on memory management with respect to database, data loading and debugging the application using Logcat, DDMS.
* Tested the app across different versions of Android to assure quality and performance
* Worked on Android 8 Oreo version and implemented the designed and developed the mobile application.
* Also worked on CR Reduction i.e fixing bugs related to Status Bar & Notification UX framework code.
* Used Unix command line (Putty) for downloading the code from Git Server to the local repository and syncing the code to work.
* Used the VNC viewer graphical tool with UNIX command line terminal, where connected to the server and work on the code.
* Provided production support by interacting with the end-users and fixing bugs.
* Coordinated meetings with the UI and UX team to design the user interface by giving feedback about Android guidelines for developing user interfaces.

**Environment:** **Android SDK, Eclipse IDE, Unix command Line (Putty), JDK, RESTFUL Web services, JSON, JIRA, Agile, Windows 7, GIT (version control)**

**Client: Saadhvi Technologies, Chennai, IN `November 2014 to Feb 2015**

**Role: Jr. Android Developer**

App Link: https://play.google.com/store/apps/details?id=com.mywannado.activity

Description: WannaDo is a native Android application, this is an eCommerce application specially designed to utilize the deals related info on WannaDo website. This app acts as an enhancement of Task Ease where the user can select the best deals in and around the city and save them under a task. This app also displays the advertisements as posted by the deal merchants based on the user location, current date, task info etc. These advertisements run at the bottom of every page in this app. Users not only get notified on the nearby task’s, but they are also notified on the nearby deals/offers.

Responsibilities:

• Participated in the mock-up design phase for prior UI analysis.

• Deep understanding of data structures, algorithms, and design patterns.

• Integrated the Location Service, Geocoding, Google Maps, Directions, Calendar API into the application.

• Integrated GCM (Google Cloud Messaging) for receiving push notifications related to deals.

• Implemented SQLite database for offline storage of favorite deals, regular deals, etc.

• Performed field level testing of the application with respect to different deal sites.

**Environment: Android NDK SDK, SQLite, Android API's, Java, XML, Google API's, Windows 7.**

**Client: Motorola Mobility, Santa Clara, CA January 2013 to Nov 2014**

**Role: Android Developer**

Description: Motorola is telecommunication company; Moto Action is a mobile application designed for Motorola users. Moto Action mobile application have new features and new options for users like Flip for DND, shake to On Torch, shake twice to Take Picture, etc. Moto users can enable the required option just once under the application and simply can follow the steps when necessary to do required action instead of always enabling and disabling through Settings menu everything.

Responsibilities:

* Involved in all phases of Software Development Life Cycle (SDLC) like Analysis, Design, Development, Implementation and Testing of the project.
* Worked with Android Studio and the latest Android SDK in developing mobile application.
* Developed rich user interface of the application by making best use of the Android UI Layouts and Fragments.
* Implemented several types of Layouts like Linear Layout, Relative Layout, Table Layout & Frame Layout.
* Made the best possible use of widgets like Text Views, Image Views, Buttons, List View, Scroll View, Progress Bar etc.
* Enhance Android middleware to facilitate features for new Motorola experiences.
* Agile Java Development Test-driven Development using JUnit RAD.
* Developed activities, UI layers natively and customized as per the client request.
* Implemented unit testing across the application and used Espresso and Appium for UI testing.
* Responsible for consuming the REST services, getting JSON response and parsing them to get the required information.
* Worked on memory management with respect to database, data loading and debugging the application using Logcat, DDMS.
* Tested the app across different versions of Android to assure quality and performance
* Worked on Android 8 Oreo version and implemented the designed and developed the mobile application.
* Also worked on CR Reduction i.e fixing bugs related to Status Bar & Notification UX framework code.
* Used Unix command line (Putty) for downloading the code from Git Server to the local repository and syncing the code to work.
* Used the VNC viewer graphical tool with Unix command line terminal, where connected to the server and work on the code.
* Worked on AOSP for debugging and resolving issues for Android TV application.
* Worked in a start-up like environment with the resources of a large company developing cutting-edge solutions for a TV.
* Used C++ for working on the middle layer of Android operating system.
* Provided production support by interacting with the end-users and fixing bugs.
* Designed Custom Dialog, Custom Action bar, Custom Progress bar using fragment activity.
* Coordinated meetings with the UI and UX team to design the user interface by giving feedback about Android guidelines for developing user interfaces.
* Designed and developed network frameworks to consume RESTful APIs using Retrofit to fetch user profile and daily transaction details.
* Responsible for documenting data based on Agile Methodology SCRUM basis.

**Environment: Android SDK, Eclipse IDE, Unix command Line (Putty), JDK, RESTFUL Web services, JSON, JIRA, AOSP, Agile, Windows 7, GIT (version control).**

**Education Details:**

Bachelor of Engineering – Information Science - VTU

Master’s – Management Information System - Indiana University of Pennsylvania