**SANDEEP REDDY**

 **Android Developer**

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**PROFESSIONAL SUMMARY**

* Around 9 years of work experience in development of mobile applications and expertise in building cross platform mobile applications.
* Expertise in developing Apps with **Eclipse IDE**, **SQLite**, **JSON**, **Android SDK**.
* Experience in **Android UI** Toolkit and Layout Managers. Proficient in Android Application framework and **Android SDK** Tools.
* Knowledge on working with **Android NDK** Tools.
* Experience in working with **SQLite** Database, **Room Database**.
* Experience on working with **MVP** and **MVVM** frameworks.
* Worked on a large complex existing codebase in the latest **Android SDK, Android NDK**, **Android Studio** and APIs.
* Experience in Implementing **Synchronous** and **Asynchronous Tasks**, **Broadcast Receivers,** and background **Services**.
* Experience with working **Retrofit** libraries, **Dagger** 2.0, **Butter Knife**.
* Extensively used **Java Collections APIs** & **Multi-threading** in handling batch service requests.
* Created an android native application to consume and create **RESTFUL** Web Services, while sending responses as **XML/JSON** format.
* Implemented**TDD** testing mechanism and build Unit test cases using **JUNIT**.
* Writing test cases using **Junit**, **Android Instrumentation** test cases, **Mockito** framework.
* Expert in the interaction between various devices and different **versions** of android.
* Capable in dealing with client’s data, feeds, designs, and on-going maintenance of existing projects.
* Expertise in building source code, troubleshooting **build/configuration/integration** issues, communicating, and resolving source code related issues between various teams of the project.
* Worked with **Continuous Integration** and **deployment** using **CI Tools** like **Jenkins**.
* Cooperation with various team members involved in the project.
* Manage weekly sprints as developer in an agile **environment** using **JIRA**.
* Self-starter and Quick learner, always curious to learn new skills or a new technology.

**TECHNICAL SKILLS**

* **Programming Languages :** Java, Kotlin, C++, JavaScript, TypeScript.
* **Web Technologies :** JSON, REST, SOAP
* **OS Platforms :** Android, Linux, Windows XP/7/8
* **IDE /Tools :** Android Studio, Eclipse.
* **Frameworks :** MVVM, MVP, Dagger
* **Testing Tools :** Junit, Mockito, Koin,
* **Build Tools :** Gradle, Maven, Jenkins
* **Subversion Tools :** SVN, Git, GitHub
* **Database :** SQLite 3.20 / SQL, MySQL

**Educational qualification**

* Highest degree: Master’s in computer engineering, Oklahoma Christian University (Jan 2016 to 2017 May).

**PROFESSIONAL EXPERIENCE**

**Client: SiriusXM, Irving, TX. Feb 2018 – Present**

**Android Developer**

**Description:**

 SiriusXM recently unveiled its next generation of in-vehicle audio entertainment that its customers in the car can hear the full SiriusXM lineup of more than 200 channels, plus On Demand content and live sports, with head-to-head game feeds, all wrapped up in a way that is intuitive and easy to use. This personalized listening experience delivers targeted recommendations for drivers and their passengers based upon their listener profiles, and spotlights channels, shows, performances, interviews, and more. Content is delivered via both satellite and streaming.

Play Store Link: <https://play.google.com/store/apps/details?id=com.sirius&hl=en_IN&gl=US>

**Responsibilities:**

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* Worked in the use case requirements, **analysis**, **design,** and **development** phase.
* Worked on multiple applications using **MVVM** and **MVP** framework.
* Worked on some of **Jetpack components** like **Room Component**, **Live Data, Databinding, View Model and Jetpack Compose.**
* Keep on top of new libraries and technologies like **Kotlin,** **Koin**, **Junit**, **MockK, Mavericks**.
* Involved designing and developing user interfaces using **XML** files.
* Implemented **Jetpack Compose** such as composable functions, setting the content to the screen, and updating content.
* Integrated REST APIs to fetch and display data in Android applications, enhancing user experience by providing real-time updates.
* We have used third party libraries like Retrofit,OkHttp, and Gson for **REST API** integration and data parsing.
* implemented secure REST API communication using OAuth2 and JWT for authentication and data encryption.
* Implemented the entire feature using **Custom Views**.
* Keep on top of new libraries and technologies like Reactive programming (**RxJava**), DI (**Dagger**), UI testing (**Mockito**).
* Implemented **dynamic View** and **Custom view** updates using **Dependency Injection** framework.
* Worked on various design patterns like **Factory** pattern, **Builder** pattern, **Observer** pattern, etc., in the application.
* Worked on **JSON** and **XML** response, parsing them to get the required information.
* Worked on the **SQLite database** to maintain cached information required by the application.
* Implemented application **metrics** to gather required information from the user activities and helped in minimizing the royalty payment made by **SiriusXM** to its client.
* Worked on improving **application performance** and **bug fixes**. Used **GIT** client and **GitHub** as a repository for the project.
* Worked on integrating **Google Pay** for **Android TV** SiriusXM app and **Amazon Pay** for **Fire TV** SiriusXM app.
* Used **Exo-Player** to handle the buffering of audio and video files**.**
* Used **Exo-Player** to supportAdaptive streaming technologies like smooth streaming and HLS**.**
* Used **CI Tools** like **Jenkins,** reporting tools like **JIRA** and followed **Kanban** methodology.
* Familiarity with modern **UI** design guidelines, such as **Material Design**.
* Measure CPU, memory, network, and battery performance with **Android Profiler** (Energy Profiler, Network Profiler, CPU profiler).
* Participate in **code reviews** and contribute to raising the quality of the product using best coding practices, static code analysis and material design principles.
* Tested the app across different versions of Android and different android screens to assure **quality** and **performance**.
* Integrated GraphQL APIs to fetch and manage data in Android applications, improving flexibility and efficiency in data handling.
* Optimized GraphQL query performance using caching strategies and background processing with Coroutines.
* Fixed critical issues during the UAT & Regression phase of the **application testing**.
* Collaborate and meet with the team to review status, identify potential blockers.
* Worked closely with other team members, management, and employees to develop the **business logic** of the application.

**Client: CBRE, Richardson, TX. June 2017 – Jan 2018**

**Android Developer/React Native Developer**

**Description:**

 CBRE Host mobile app gives you easy access to the services and amenities in your space.

Host app lets you seamlessly connect employees with key resources and personalized services for a better, more engaging work environment.

Play store link: <https://play.google.com/store/apps/details?id=com.cbre.host.prod>

**Responsibilities:**

* Worked on enhancements of the Host application.
* Worked on a host collaboration feature from scratch.
* Develop and maintain cross-platform mobile applications using **React Native**, delivering a consistent experience on both iOS and Android.
* Created animations and interactive components using **React Native** (buttons, text fields, checkboxes, radio buttons).
* Utilized **React Native** debugging tools (**Reactotron, Remote JS**) to identify and fix bugs.
* Optimize applications for performance, scalability, and responsiveness.
* Worked with Android Studio and the latest Android SDK using Nougat in developing an enterprise level mobile application.
* Extensively worked on **memory leaks**, **push notifications**, **content providers**, **data offline storage**, **accounts**, and **sync** on Android.
* Implemented material design concepts like **recycler view**, **toolbar**, and **card view**.
* Worked on UI related features such as **Action Bar**, **Dialogs**, and **Toasts**.
* Worked on **MVP** architecture.
* Used **Epoxy Library** to build **custom recycler views**.
* We have used third party libraries like **Retrofit** for **RESTful API** integration.
* Experience with **SQLite Database**, **Google Maps API**, **GPS Location data**, **Camera**, and **Push Notification.**
* Worked on **SonarQube** issue to improve the quality of the code.
* Fixed crashes reported in the **Crashlytics.**
* Used CI tools like **Jenkins** to trigger the builds.
* Followed **SOLID Principles** to improve the code.
* Worked with the design team (Zeplin designs) to have appropriate design for the enhancements.
* Worked on the application landscape variation including development, testing and production and set up and configured SQLite database.
* Added new test cases to reach code coverage to 80 percent and above.
* Used **GIT** Desktop and **GitHub** as a repository for the project.

**HSBC, Hyderabad, India Jan 2013 to Dec 2015**

**Software Developer**

An app to test the transaction flow using 3DS2.0 (3-D Secure 2.0) specifications. Users can opt to take a challenge or normal transaction flow in the app's home screen. If it is a challenge flow, the user can select the type of device rendering options (html or native) in the challenge flow. This app lets the user complete his/her purchase in a secure environment.

**Responsibilities:**

* Participated in full scale Software Development Life Cycle for proper analysis, development, and testing of the code
* Designed and developed user interface with necessary options
* Made the app to work on the latest Android APIs.
* Generated cryptographic keys for every transaction and used the same in the JSON request for authenticity
* A secret key is generated and used for encryption and decryption
* Followed counter measures to check the authenticity and verified certain fields
* Developed the native challenge screen and populated the same with response data
* Displayed html response using Web view
* Made service calls based on different user interactions in both native and html flows
* Used Git tool for version control
* Tested the app and helped the backend developers to test their code as both are developed in parallel

**Environment:** Java, Android Studio, Android SDK, Android APIs, JSON, open-source libraries, Mac, Git.