**Rahul Kumar Chourasia**

Android Application Developer

**CAREER SUMMARY**

I've been developing Android applications for over seven years, specializing in crafting high-performing apps that solve practical problems. Proficient in MVC and MVVM architectures, with expertise in Kotlin and Java. Skilled in Unity 3D for developing immersive cross-platform games. Experienced in image processing, particularly in face and object identification. Demonstrated leadership and collaboration abilities, with a commitment to quality and creativity in software development.

* Proficient in managing the entire lifecycle of Android applications from inception to deployment and maintenance.
* Skilled in conceptualizing, developing, and sustaining applications with attention to detail.
* Well-versed in JAVA, Kotlin, XML, HTML, CSS, and Android SDK, demonstrating proficiency in multiple programming languages.
* Experienced in seamlessly integrating REST and JSON APIs to enhance application functionality.
* Proficient in employing advanced image processing techniques such as object detection, face detection, and face recognition using Firebase ML Kit, OpenCV, and TensorFlow Lite.
* Skilled in leveraging Google services including Map SDK, Location picker, Firebase, Firestore cloud storage, and Google APIs to augment application capabilities.
* Knowledgeable in wireless communication protocols including BLE and WiFi data transfers.
* Skilled in analyzing application logs using sophisticated monitoring tools.
* Proficient in source control management using platforms such as GitHub, GitLab, Bitbucket, and SourceTree.
* Experienced in rigorous debugging, bug fixing, and comprehensive unit testing.
* Possessing strong communication and interpersonal skills, with a drive for continuous learning and self-improvement.
* Proficient in Unity 3D for game development and interactive applications.
* Skilled in Unity 3D app development including scripting, scene composition, and asset integration.
* Familiar with Unity's physics systems, animation frameworks, and particle effects for crafting immersive gaming experiences.
* Knowledgeable in optimizing performance in Unity 3D applications through scripting techniques, asset management, and rendering optimizations.
* Experienced in tailoring Unity 3D applications for diverse platforms and devices, ensuring optimal performance and user experience.
* Proficient in diagnosing and rectifying issues in Unity 3D projects to ensure seamless functionality across various platforms.

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| **TECHNOLOGIES** | |
| Android Studio, Android SDK, JAVA, Kotlin, Unity, Unity 3d, C# | REST, SOAP, XML, AWS S3 bucket |
| Mobile Vision, Google services, Maps, Firebase, Firestore. | SDLC, Agile, Waterfall |
| Image Processing, OpenCV, Tensorflow lite, Open GL ES. | Postman |
| Jira, Mantis, Trello. | Linux, Windows, Mac |

**PROFESSIONAL EXPERIENCE**

Client – Apogee GNSS **AUG 2023– PRESENT**

# Project 1 :- Machine Controller

Machine controller application is based on Unity and Serial Port Communication, We made this high class solution to reduce the real world problems while civil works with big machines like Excavator, Compactor, Grader and Leveler, Machine controller app helps to get data of survey and the complete civil works on the site and gives a 3d visual representation of work real time on screen.

# Responsibilities:

* Understanding client requirements and drafting development cycle documents or blueprints for the project.
* Crafting the project using Unity 3D and assets.
* Proficient in interpreting CAD files and rendering data.
* Expertise in handling GNSS data (NMEA and UTM).
* Skilled in C# programming and utilizing Unity 3D tool.
* Well-versed in Unity Android communication and embedded cross-platform development.
* Advanced in mesh creation, procedural terrain generation, managing SQLite databases with extensive data.
* Troubleshooting the application using IDE loggers.
* Analyzing the application's performance across various Android versions.
* Conducting comprehensive testing at multiple levels prior to release and providing approval.
* Actively engaging in stand-up meetings, bug calls, backlog refinement, and sprint review sessions.
* Providing leadership and mentorship to teams.
* Delivering user support, training, and facilitating on-boarding for the team.

**Environment:** Android, C#, Java, Web services (REST), Unity 3d, Sqlite etc

Client – OneMinutt **JAN 2023– JUL 2023**

# Project2 –Genjo Glass and Android

We developed Genjo app for smart glass (Vuzix) and android phone application for USA based client one minutt, these Applications basically used to monitor the operation performs by doctor and record that or share that through video call Over genjo android app from smart glass.

# Responsibilities:

* Understanding client requirements and drafting development cycle documents or blueprints for the project.
* Implementing XML design within the IDE for project development.
* Proficient in contour detection using OpenCV.
* Expertise in integrating OpenCV SDK within Android Studio.
* Evaluating and improving project quality processes.
* Reviewing and refining user stories/requirement specifications based on feedback.
* Troubleshooting the application using IDE loggers.
* Analyzing the application's performance across various Android versions.
* Conducting comprehensive testing at multiple levels before release and providing approval.
* Actively engaging in stand-up meetings, bug calls, backlog refinement, and sprint review sessions.
* Providing leadership and mentorship to teams.
* Delivering user support, training, and facilitating onboarding for the team.

**Environment:** Android, Java, GIT, Web services (REST), Open CV etc

Client – Sword  **JUL 2022– JAN 2023**

#Project 3 – Sword

Sword is basically a weapon detection android based system, which helps to find to criminal of suspects with weapon by processing on live camera feed and process through opencv and python.

# Responsibilities:

* Understanding client requirements and drafting development cycle documents or blueprints for the project.
* Utilizing XML for project design within the IDE.
* Excelling in the integration of the new Firebase ML Kit SDK for object detection.
* Proficiency in building and installing Chrome OS apps.
* Configuring projects on Firebase.
* Evaluating and improving project quality processes.
* Reviewing user stories/requirement specifications and incorporating provided feedback.
* Troubleshooting application issues using IDE loggers.
* Analyzing the application's performance across different Android versions.
* Conducting various types of testing at different levels before release and providing sign-off.
* Actively engaging in stand-up meetings, bug calls, backlog refinement, and sprint review sessions.
* Updating bug reports in JIRA.
* Providing leadership and guidance to teams.
* Offering user support, training, and facilitating on-boarding for the team.

**Environment:** Android, Java, Kotlin, GIT, Web services (REST), OpenCV, etc

Client – Byju’s **DEC 2020– JUL 2022**

#Project 4 – D4 Sense

We have created a SDK that can detect objects from live camera feed from background without any preview for a largest Ed-tech Company (Byju’s). This SDK we lately merged with their tabs launcher to create it running all the time from background.

# Responsibilities:

* Understand the client requirement and prepared development cycle document or blueprint of the project.
* Design the project using XML in IDE.
* Integrated the new Firebase ML Kit SDK integration and Object detection.
* Started chrome os app build installation.
* Integrated tensorflow lite and model training object.
* Setup projects on firebase.
* Review and enhance project quality processes
* Reviewing User Stories/Requirement Specs and work on provided feedback
* Debugging the application with IDE logger.
* Profiled the performance of application with different android versions.
* Assure various types of testing at different levels before release and give sign off.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA
* Provide leadership and guidance to teams
* Provided user support, training, and on boarding for the team.

**Environment:** Android, Java, Kotlin, GIT, Webservices(REST), OpenCV, tensor flow lite,etc.

Client – Byju’s **OCT 2019 – DEC 2020**

# #Project 5 – POCQ (Rubik’s cube solver, Camera Keyboard etc.)

Byju’s POCQ is a set of applications. In this series we have developed many POCs for the Byju’s company. We also got best team award by the organization. This application uses camera feed to solve rubik’s cube by generation a set of steps through defined algorithm and also able to type of paper keyboard using camera feed by getting keys.

# Responsibilities:

* Understand the client requirement and prepared development cycle document or blueprint of the project.
* Design the project using XML in IDE.
* Integrated model training object.
* Setup projects on firebase.
* Review and enhance project quality processes
* Reviewing User Stories/Requirement Specs and work on provided feedback
* Debugging the application with IDE logger.
* Profiled the performance of application with different android versions.
* Assure various types of testing at different levels before release and give signoff.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA
* Provide leadership and guidance to teams
* Provided user support, training, and on boarding for the team.

**Environment:** Android, Java, Kotlin, GIT, Webservices(REST), OpenCV, tensorflow lite,etc.

Client – Ziqqi **JUL 2019 – OCT 2019**

# #Project 6 – Ziqqi e-commerce

Ziqqi is basically an e-commerce application, which we have developed for UAE based client.

This application allows user to search and buy product and pay through online merchant.

# Responsibilities:

* Understand the client requirement and prepared development cycle document or blueprint of the project.
* Design the project using XML in IDE.
* Established MVVM architecture and its classes.
* Razor pay, CC avenue payment gateway integrations.
* USSD code running payment integration.
* Review and enhance project quality processes
* Reviewing User Stories/Requirement Specs and work on provided feedback
* Debugging the application with IDE logger.
* Profiled the performance of application with different android versions.
* Assure various types of testing at different levels before release and give signoff.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA

Client – Zeal **FEB 2019 – JUL 2019**

# #Project 7 – Zeal Dating Application

Zeal is basically a dating application helps user find their match and chat with them.

# Responsibilities:

* Understand the client requirement and prepared development cycle document or blueprint of the project.
* Design the project using XML in IDE.
* Integrated firebase and firestore cloud storage.
* Review and enhance project quality processes
* Reviewing User Stories/Requirement Specs and work on provided feedback
* Debugging the application with IDE logger.
* Profiled the performance of application with different android versions.
* Assure various types of testing at different levels before release and give signoff.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA

**Environment**: Android, Java, GIT, Web services(REST),Firebase, Google play.

Client – Biotic **DEC 2017 – FEB 2019**

# #Project 8 – E-commerce & Inventory Management System

Bitotic is an e-commerce application helps user to search and buy grocery products.

# Responsibilities:

* Understand the client requirement and prepared development cycle document or blueprint of the project.
* Design the project using XML in IDE.
* Established MVP architecture.
* Integrated Retrofit for JSON parsing.
* Started worked on new UI kit like Recycler View adapter, Material designing, ui assets creation, coordinator layout, constraints layout etc.
* Review and enhance project quality processes
* Debugging the application with IDE logger.
* Profiled the performance of application with different android versions.
* Assure various types of testing at different levels before release and give sign off.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA

**Environment:** Android, Java, GIT, Web services (REST), Google play.

Client – Travbud **DEC 2016 – DEC 2017**

# #Project 9 – Social media platform for travelers

# Responsibilities:

* Mastered in Android Studio uses.
* Experienced in log capturing and debugging skills.
* Experienced in GIT and versioning control
* Started Bug tracking with JIRA
* Experienced in Volley and http URL connection for JSON parsing.
* Participate in stand-up, bug calls, backlog refinement, sprint review meetings
* Bug updating in JIRA

**Environment:** Android Studio, SDK, JAVA.

**EDUCATION**

* B.Tech (Bachelor of Engineering) Computer Science 2012 - 2016 from RGPV, Bhopal.