Nov. 2022 – Aug 2026(Expected)

Wiew Portfolio

Education

JSS Academy of Technical Education

Bachelor of Science in Computer Science CGPA 8.6/10

Experience

Gamehok Technologies

Android Developer Intern

- Developed an Android gaming community app using Jetpack Compose, Retrofit, Hilt, and MVVM, enabling gamers to participate in tournaments, join teams, and communicate seamlessly.
- Implemented real-time chat rooms and team collaboration features, enhancing user engagement and interaction within the platform.
- **Optimized** app performance and API integrations, ensuring a smooth user experience with minimal latency and efficient data handling.
- Collaborated closely with designers and backend developers to deliver a scalable and feature-rich application tailored for gaming communities.

Projects

Flatmate Finder (Flatify) | Project Link | Kotlin, Dagger Hilt, Retrofit, Coroutines, MVVM, Socket IO March 2024

- Developed a flatmate-finding app using MVVM architecture, Retrofit, Hilt and Socket IO, enabling users to search for and connect with potential roommates.
- Integrated **CardStackView** library for Tinder-like swipe able cards to increase user interactions, engaging design.
- Implemented real-time chat with Socket.IO, allowing seamless communication between users looking for flatmates.
- Collaborated with UI/UX designers to create a visually appealing and functional interface tailored for students.

Zealicon 2K24 | Project Link | Kotlin, Dagger Hilt, Retrofit, MVVM, Firebase

- Developed the official Zealicon 2K24 app with a horror-themed UI, providing an immersive experience for event attendees. It have over 500+ downloads on PlayStore.
- Integrated Razorpay for secure ticketing, enabling seamless event registrations and payments.
- Designed an intuitive event exploration system, allowing users to easily discover, register, and participate in various fest activities.
- Implemented OTP authentication and unique Zeal-ID for attendees, ensuring secure access and personalized event tracking.

Line Up | Project Link | Kotlin, Dagger Hilt, Retrofit, Coroutines, MVVM, Socket IO

- A Game that include scanning QR's of nearby players to ascend the leaderboard. Player can search user with radar provided in the app.
- Developed an interactive game with radar and scanner mechanics, handling over 80+ concurrent users.
- Implemented dynamic avatar resizing with ViewPager and integrated a compass for enhanced navigation.
- Created a custom **RadarView** for improved **visualization** and **user interaction**.
- Enabled accurate location-based features using both background and foreground services used Socket IO.

Technical Skills

Languages: Kotlin, Java, XML

Developer Tools: Android Studio, Firebase, VS Code, Mongo DB Technologies/Frameworks: Android SDK, Jetpack Compose, Retrofit, Hilt, RoomDB, Git, MVVM, Clean Architecture

Leadership / Extracurricular

Google Developer Group On Campus

Core Team Member—Android Developer

- Organized and conducted Android Study Jams 2023 & 2024, fostering innovation and collaboration among students.
- Delivered talks and mentorship sessions on Android frameworks, including Jetpack Compose and MVVM, helping peers and juniors build scalable and modern applications.
- Achieved a benchmark of 3 *****Coder at CodeChef

July 2024 - Novemeber 2024

Noida, Uttar Pradesh

Remote

May 2024

July 2023 – Present

May 2024