ABHISHEK PANDEY

Full Stack Mobile Developer | Android + Backend + AWS

Mumbai, Maharashtra, India

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SUMMARY

Android Engineer with hands-on experience in building high-performance, scalable, and resilient mobile applications using Kotlin, Android SDK, Jetpack Components, Retrofit, Coroutines, AWS, and Spring Boot. Proven ability to optimize app performance, enhance stability, improve architecture, and scale frameworks used across teams. Experienced in distributed systems, REST APIs, cloud/server integration, and end-to-end mobile feature ownership. Adept at delivering immersive viewer experiences and optimizing UI performance.

EXPERIENCE

PERCIPERE | Kotlin, Spring Boot, Android SDK, AWS (EC2, RDS, Route 53), Azure DevOps

Oct 2024 - Present

- Engineered and deployed 12+ scalable Android applications using Kotlin, MVVM, Retrofit, and Coroutines, resulting in a 20% performance improvement and significantly enhanced application stability.
- Architected and developed secure Spring Boot REST APIs, forming the core backend for mobile applications and ensuring robust client-server communication.
- Managed full AWS infrastructure lifecycle: provisioned EC2 instances, configured Load Balancers Security Groups, set up RDS databases, and managed DNS with Route 53.
- Established end-to-end CI/CD pipelines on AWS and Azure, slashing deployment times by 40% and enabling zero-downtime releases.
- Implemented Navigation Graph for all in-app navigation, ensuring type-safe data transfer and reducing navigation-related bugs by 35%.
- Managed backend deployment and server administration via SSH, ensuring secure and efficient service updates.

Java Spring Boot Intern | SIBIC

Feb 2024 - Aug 2024

- Optimized Java code, database queries, and infrastructure, boosting backend API performance by 30% and reducing server load by 15% for high-traffic scenarios.
- Partnered with frontend development teams to streamline data exchange processes, improving overall system efficiency by 20%.

Android Development Intern | GOOGLE

Aug 2022 - Sep 2022

- Developed a "Nearby Business" application, using advanced geolocation APIs, increasing search accuracy by 40%.
- Designed and implemented an intuitive UI following Material Design guidelines, leading to a 30% increase in user engagement.

PROJECTS

Social Media - Core Video Experience Module | JKotlin, Jetpack Compose, ExoPlayer

(Academic Project) 2023 - 2024

- Spearheaded development of the foundational video playback engine using ExoPlayer, implementing adaptive bitrate streaming, custom UI controls, and background audio playback for the app's core viewing experience.
- Designed and built an immersive, gesture-driven media gallery utilizing ViewPager2 with efficient fragment state management and image
 preloading, achieving seamless 60fps navigation during internal QA testing.
- Integrated CameraX to develop an in-app video capture feature for user-generated content, handling camera initialization, video recording, and preview surfaces, which reduced device-specific compatibility issues by 75% in the staging environment.

CORE TECHNICAL SKILLS

Languages: Java, Kotlin, Swift, XML, JSON, SQL

Frameworks & Tools: Android SDK, Android Studio, Spring Boot, Retrofit, Coroutines, Gradle, Navigation Graph, JUnit

Cloud & DevOps: AWS (EC2, S3, IAM, CI/CD), Google Cloud Platform

Databases: Firebase, MySQL, SQLite

Architecture & Patterns: MVVM, MVC, Clean Architecture, OOP, SOLID Principles

CERTIFICATIONS

- Mobile Development Great Learning
- OOPs in Java Great Learning
- Java Programming Great Learning

- Data Structure in Java Great Learning
- Data Science Foundations Great Learning
- Git and GitHub Great Learning

EDUCATION

Dr.JJ Magdum College of Engineering