



# Abhishek Mathur

Android Developer

## CONTACT

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## EDUCATION

- Bachelor Of Computer Application**
  - Dr. Virendra Swarup Institute Of Computer Studies.
  - 2014 - 2017
- Intermediate**
  - Dr. Virendra Swarup 21st Century School.
  - 2013 - 2014
- High School**
  - Mother Teresa Mission Higher Secondary School
  - 2011 - 2012

## SKILLS

- Programming Languages :** Java and Kotlin.
- IDEs :** Android Studio and IntelliJ.
- Databases :** SQLite and Room.
- Platforms :** Windows and Linux(Ubuntu).

## PROFILE

- Skilled Android Developer with over 2+ years of experience designing and developing mobile applications.
- Proficiency in Android, Java, Kotlin, Android SDK, Android Studio, Android Jetpack, Notification Handling, JSON Parsing, Broadcast Receiver, Content Provider, AIDL, MVVM, View Model, Live Data, MySQL, SQLite, Shared Preferences, Room, Dagger, Hilt, Data Binding, RxJava, Object Oriented Programming.
- Experience in translating design into high-quality code.
- Experience in Integration of backend services in applications.
- Ability to work in a team environment.

## WORK EXPERIENCE

- Inventrax** JUNE 2024 - AUG 2024  
Android Developer
  - Responsible for end-to-end product quality for developing and maintaining a reliable and delightful application.
  - Worked on an application related to Warehouse Management, Execution & Control Systems.
  - Used Kotlin as a programming language.
  - Worked on features like scanner, API integration, room, and UI/UX implementation.
  - Experience in publishing the application to the Play Store.
  - Experience in working in the agile methodology.
- Invendis Technologies** SEP 2021 - DEC 2023  
Software Engineer
  - Designed and developed UI using fragments and activities and UX using material design features like a Navigation drawer, Floating Button, Coordinator layout, Recycler view for easy navigation and better user experience.
  - Used Java and Kotlin as coding languages for developing the application.
  - Monitor brand consistency across marketing channels and materials.
  - Used SVN for version control.
  - Handling JSON data using efficient parsing techniques.
  - Managing end-to-end development from design to deployment and maintenance.

## PROJETCS

- Skubiq (Team Size - 2) (June 2024 - August 2024)**

- **Company:** Avya Inventrax Pvt. Ltd.
  - **Description:** The Skubiq mobile application provides a single operating platform for all warehouse management.
  - **Tools and Skills:** Android SDK, Android Studio, Kotlin, Broadcast Receiver, JSON Parsing, Room, Material Design.
  - **Roles and Responsibilities:** Coding, migration, Unit Testing, and bug fixing of the application module including UI Designing and Functional logic in Kotlin code.
  - **PlayStoreLink:**  
<https://play.google.com/store/search?q=skubiq&c=apps&hl=en>
- **Pizgloria (Team Size -2) (2022 - 2023)**
    - **Company:** Invendis Technologies Pvt. Ltd.
    - **Description:** The PizGloria mobile app is used for remote monitoring of telecom towers, enabling Site engineers and the Tower Operational Center(TOC) team to track site condition alarms from anywhere.
    - **Tools and Skills:** Android SDK, Android Studio, Kotlin, Push Notification, JSON Parsing, Room, Material Design, and Coroutines.
    - **Roles and Responsibilities:** Coding, Implementation, Unit Testing, and bug fixing of the application module including UI Designing and Functional logic in Kotlin code.
    - **Project Documentation.**
- **WFM (Team Size -2 ) (2021 - 2023)**
    - **Company:** Invendis Technologies Pvt. Ltd.
    - **Description:** The WFM mobile application is for the field person to work in offline or online mode and provide real-time information directly to it.
    - **Tools and Skills:** Android SDK, Android Studio, JAVA, Push Notification, JSON Parsing, Multithreading.
    - **Roles and Responsibilities:** Coding, Implementation, Unit Testing, and bug fixing of the application module including UI Designing and Functional logic in Java code.
    - **PlayStoreLink:** <https://play.google.com/store/apps/details?id=com.invendis.mobile.wfmapp>
- **FAVDISH (Team Size -1) (January 2022 - June 2022)**
    - **Company:** Self Work.
    - **Description:** FavDish is an Android app based on kotlin used for creating food recipes and getting random recipes from the real-time database.
    - **Tools and Skills:** Android SDK, Android Studio, Kotlin, Push Notification, JSON Parsing, Room, Material Design, and Coroutines.
    - **Roles and Responsibilities:** Coding, Implementation, Unit Testing, and bug fixing of the application module including UI Designing and Functional logic in Kotlin code.
    - **Project Documentation.**
    - **GithubLink:** <https://github.com/abhishekmathurgithub/FavDish.git>

## CERTIFICATES

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- **Udemy(September 2021 - December 2021)**
  - Complete Android 12 and Kotlin Development Masterclass.
- **Oracle(06/2016 - 08/2016)**
  - Core Java