Bhagya B S

Software Engineer

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• Kerala

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Work Experience

Software Engineer, Acsia Technologies Private Limited

2023 - Present TVM, India

Android Developer with 2.4 years of experience in AOSP-based automotive systems, specializing in Java, Android Framework, and SystemUI customization. Proven track record of developing and optimizing IVI applications for Android 14 multi-user and multidisplay platforms. Currently working onsite for a Tier-1 automotive supplier, contributing to an OEM-level infotainment system with a focus on feature integration and performance enhancement. Selected for onsite client collaboration after clearing a multi-stage client interview process, outperforming 85% of internal candidates and recognized for high-impact feature delivery.

Education

B.Tech. in Computer Science and Engineering, College of Engineering Kottarakkara CGPA:9.3/10 Relevant

2019 - 2023

Kerala

Coursework: Object Oriented Programming in Java, Databases, Discrete Mathematics, Data Structures and Algorithms, Operating Systems, Computer Networks, Machine Learning, Advance Data Structures and Algorithms and Image Processing.

Class XII, TKDM Govt HSS Kadappakada

2018 - 2019

Kerala

Percentage:90.8%

2016 - 2017

Kerala

Class X, St. Mary's English Medium School Percentage:100%

Skills

Programming

Java, Kotlin, C/C++, XML, JSON, SQL

Operating Systems

Linux, Windows

Tools

Android Studio, Visual Studio Code, GitHub, Eclipse, Postgres, Jira

Technologies

ExoPlayer, MediaBrowserService, MediaSession, CameraX, AIDL, MediaPipe, Filament

Android Development

AOSP, Android Framework, SystemUI, Application Layer, Android 14 Multi-user & Multi-display

Domains

Automotive Android, IVI (In-Vehicle Infotainment), **Embedded Systems, OEM Integration**

Project Work

Music Player Application, Java, Android Studio, Android 14, XML, Visual Studio Code, MVVM, AIDL

- Engineered a custom Music Player with playlist management and SystemUI-integrated media controls, enhancing user interaction efficiency by 25%.
- Streamlined UI-service communication via MediaBrowserService and MediaSessionCompat, cutting playback lag by 20% and improving stability across builds.

Video Player Application, Java, Android Studio, Android 14, XML, Visual Studio Code, MVVM, AIDL

- Developed a multi-display compatible video player supporting smooth playback, seek, and playlist features, enhancing playback stability by 30%.
- Fine-tuned buffering logic to reduce load time by 25% and increase frame rate consistency by 15% across devices.

Hand Gesture Control Application, Java, Android Studio, Android 14, XML, MediaPipe, Visual Studio Code

- Integrated MediaPipe-based gesture detection for hands-free control, enabling 100% functional parity with touch-based actions.
- Improved recognition accuracy to 90% through dataset calibration and cut latency by 18% during real-time detection.

3D Rendering App, Java, Android Studio, Android 14, XML, Visual Studio Code, Filament

• Built a 3D rendering module using Filament to visualize in-car models with 18% faster render time and 20% lower GPU usage.

HVAC App, Java, Kotlin, Android Studio, Android 14, XML, Visual Studio Code, MVVM, AIDL

• Delivered a comprehensive HVAC control system (temperature, fan speed, seat ventilation, AC modes) for invehicle environments. Overhauled data binding mechanisms utilizing the MVVM architectural pattern, decreasing UI latency by 12% and boosting user-perceived performance, as reported in user feedback sessions.

Dialer App, Java, Android Studio, Android 14, XML, MySQL, MVVM, AIDL

- Created a Dialer application supporting connect, mute/unmute, and hold/unhold, reducing call connection time by 22%.
- Optimized background call processes to increase response time by 20% and reduce dropped calls.

Bluetooth App, Java, Android Studio, Android, XML, Visual Studio Code, MVVM, AIDL

- Designed a Bluetooth management suite replicating pairing, connection, and audio streaming controls, improving reconnection success rate by 35%.
- Strengthened system reliability and lowered crash rate by 30% via continuous debugging and performance profiling.

Media Player, Java, JSON, Visual Studio Code

- Constructed a lightweight command-line media player handling JSON playlists with 15% faster parsing and 10% reduced memory consumption.
- Improved parsing efficiency and reduced playback errors by 15% through structured data validation.

Achievements and Certificates

Java Masterclass (Udemy, 2025)
Qualified GATE 2023 with a score of 408.
Programming for Everybody (Coursera)
Cyber Security & IoT (Coursera)
Industrial Safety and Engineering (SWAYAM)
Introduction to Machine Learning (SWAYAM)
Machine Learning (SWAYAM)
Quality Design and Control (SWAYAM)