SUMMARY

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Blog: https://www.blogger.com/blogger.g?blogID=4669315647727161465#allposts

Name: Dilip Kumar

Currently: **ADIB Abu Dhabi UAE**

LinkedIn: https://www.linkedin.com/in/dilipgupta194

Skype: dilipgupta194

Role	**Android Developer**
Total Years of Experience	**9.6 years**

Skills Summary

Primary Skills	**Android SDK, Core Java, SQLite, Json, RESTful, Reftofit2, okhttp3 html,aws,s3,bitbucket,gitbash,github,GitLab,Assembla,Jira,MPAndroid Chart,Google,Map,Camera,DataBinding,LiveData.MVC,MVP,** **MVVM, MVI, Basic Appium, Basic Automation, Dagger 2, Hilt, Kotlin, CouchDatabase, Jenkings, Jetpack Compose, CI/CD**
Essential Skills	**Android SDK,Kotlin,Java**
Other Skills	**Core Java, J2ee,Hibernate,SpringBoot, xml, RXJava**
Industry & Domain Experience	**Bluetooth, Banking Domain, Vehicle Infotainment**

Educational Qualification

Education	**MCA**
Certifications & Awards	**Java, Ethical Hacking**

Career Summary

Project 1	**Collection**	**4 Months**

Project 2	**Bush Info,Sukena**	**3 Months**
Project 3	**One Pic Word jumble Game**	**3 Months**
Project 4	**M_Learning**	**3 Months**
Project 5	**FOS,Gravity,Collection(using by arohan bank, saggraha Microfinance Bank,Hindustan bank),Vehicle Finance**	**01 Sep 2015 – 11 Oct 2018**
Project 6	**EzVerify,SAMA (Client ALHO Bank Dubai)**	**11 Oct – 21 March 2019**
Project 7	**Contsync (kotlin)**	**01 May 2019 – 26 March 2020**
Projects 8	**Adani Consumer (Adani Group) Kotlin**	**01 May 2019 – 26 March 2020**

Projects 9,10,11,12	**MBL Sale One(IDFC First Bank)** **Customer App(IDFC First Bank)** **Challenge Education(Freelancer, Live Kotlin)** **JaiHindBloodDonation(Personal, Live Kotlin)**	**26 March 2020 – 8 Nov 2021**
Projects 13,14,15	**LG Music Player, LG Glass Music Player, LG Gallery**	**09 Nov 2021 - 31 March 2023**
Projects 16,17,18	**CGW Container, Domain Common framework, UIUX framework, Core Framework (Citi Bank)**	**1 Apl 2023 – 29 Feb 2024**
Projects 19	**ADIB Mobile Bank (Onboarding, Open Banking, Pay All)**	**Current project**

- 9.6 years of experience in all strands of SDLC involving studying of the user requirements, analyzing, designing, coding, implementation, debugging, testing, deployment and documentation across diverse industries / work environments.
- Hands on experience in development and implementation of Android Applications for Mobiles and Android Wear.
- Proficient in building Android applications using XML, JavaScript, Json and SQLite Database.
- Has experience of designing, developing and testing Android Applications from scratch.
- Proficient in Software Documentation.
- Ability to be creative and take self-initiatives and execute multiple projects in parallel during time critical situations.
- Very good Team player, Self-motivated, hardworking professional with good organizational, leadership, interpersonal and communication skills.
- Presently I am associated with **Synechron** as a Technology Lead Mobile from March 2024 for the **Client ADIB Abu Dhabi**.
- Work in **Maveric Systems Limited** as a **SDE3** from April 2023 to Feb 2024.
- Work in **LG Soft India** as a **Lead Engineer** from Nov 2021 to April 2023.
- Work in **Datamatics Digital** as a **Senior Software Engineer** from March 2019 to Nov 2021.
- Work in **Monami Innovation Services Pvt Ltd as a Software Engineer** from Oct 2018 to March 2019(Company close the operation in India).
- Work in **eSthenos** Technologies Pvt Ltd as a **Member of the core technical team** from Sep 2015 to Oct 2018.

ACADEMICS:

- Master of computer Applications in Engineering and technology from SRM University in 2014.
- Bachelor of computer Applications in Computer science from KCTC College, Raxaul affiliated to BRABU in 2010.
- Intermediate (10+2) with Isc(math) from LND college Motihari in 2006.
- 10th from NDHS Purendra Bhelahi in 2004.

Technical Expertise:

Language: Android SDK, Core Java, SQLite, MySQL, J2ee, Spring, Hibernate, Kotlin

Dependency Injection: Dagger2, Hilt

Scripting Language: XML, HTML, JSON

Database: SQLite, MySQL, Firebase, Realm DB, Room DB, CouchDB

Source Control Systems: Bit Bucket, git Bash, Crashlytics, Base64, GitLab, GitHub

IDE: Eclipse, Android Studio

Design Tools: Figma, Zeplin

Web Servers: Rest Full, S3

1 Application: Abu Dhabi Islamic Bank Mobile APP (Onboarding, Pay All, Open Finance)

Role: Developer
Technology: Android, Retrofit, Third party lib and integration. (Regula SDK, NFC SDK, Micro Blink SDK)

Architecture: MVI
IDE: Android Studio
Client: **ADIB Abu**
Dhabi
Url : https://play.google.com/store/apps/details?id=com.adib.mobile&hl=en

Description: With this app customer can onboard in ADIB App, can create account with Multiple currency, Pay all utility bills, also can use open finance.

Responsibilities:
Develop a new Module, CR and production bug fixes

2 Application: CGW Container
Role: Developer
Technology: Android, retrofit, third party lib and integration. (Risk Profiling, TMX SDK, Biocatch SDK)

Architecture: MVVM
IDE: Android Studio
Client: Citi Bank

Description: This is the app where user can see the statement, make payment, Move Fund, can see portfolio, make the trade and many more.

Responsibilities:
CR and bug fixes

3,4,5 Application: Domain Common, Core, UIUX Framework
Role: Developer
Technology: Android, retrofit, third party lib and integration. (Risk Profiling, TMX SDK, Biocatch SDK) Jetpack Component,MP Chart
Architecture: MVVM
IDE: Android Studio
Client: Citi Bank

Description: This is the framework to support other Citi Bank app for Network call, UIUX and the security.

Responsibilities:
CR and bug fixes

6. Collection App:
Android studio, Android SDK,S3,json,Restful,crashlytics

Description:

The Main focus is to manage collection that is taken by the borrower from the bank All collection will be collected by CSR in the field on their center. At the collection time if he is getting RS500 and RS.2000 then he will take a photo of all the money. He can increase and decrease image brightness. Camera will check auto-focus and make and once the image is captured then this will submit on AWS(s3). For app detail info using Crashlytics.

Responsibilities:

- Designed and developed the Application from scratch.

- Involved in creating the architecture and writing code.
- Layout designing inspired by Google Play Store
- Designing application flow
- Daily active user 865
- Daily new user 80
- Daily total spend time 10 min
- Crash free 90%

7. Bush Info:

Environment:

Eclipse IDE, Android SDK, Json

Description:

Bus info is one of the apps that helps the blind person to inform the route and source and destination, the bus status, what will be the next stop.

Responsibilities:

- Designed and developed the Application from scratch.

- Involved in writing the code and designing and implementing the UI.

- Handling the web services response in JSON format.

- Using animations for application flow and Navigation Menu.

- Storing data on device using SQLite

8. One Pic Word jumble Game

Environment:

Eclipse IDE, Android SDK, Json.

Description:

This is a game where many pictures are stored in an asset folder in the form of a json file. Once you will start to play the game you will see one picture by watch the picture you have to give the correct answer. Once you give correct answer your score will increase by 10 and you will get other image.

Responsibilities:

- Designed and developed the Application from scratch.

- Involved in writing the code and designing and implementing the UI.

- Handling the web services response in JSON format.

- Using animations for application flow and Answer Button.

- Storing data on device using SQLite

9. Mlearning

Environment:
Eclipse IDE, Android SDK, Json.

Description:
Mlearning is Mobile learning apps where you can study the subject and take the exam. In this apps I create one

Navigation menu where you will get some menu like feedback, about us, assignments, course, Home page, logout. Assignments questions will be in a Json file when you register you will get one course field comparing that registration course you will get the assignments.

Responsibilities:

- Designed and developed the Application from scratch.

- Involved in writing the code and designing and implementing the UI.

- Using animations for application flow and Navigation Menu.

- Storing data on device using SQLite

10.   Gravity

Environment:
Android studio, Android SDK.AWS3,Json,Restful,crashlytics

Url: https://www.esthenos.com/

Description:

The Main focus is to make loan proses easy and reduce the time. We added e-kyc with a biometric process. By using this app, borrowers and CSR can get the info in 3 second of borrower loan eligibility. Once he will get eligibility results and the borrower will pass then CSR will take images of all required documents. At document capture time CSR can increase and decrease the brightness of the image after capture photo. Once he clicks on the done button then it will go on AWS(S3) bucket. This app is used by Arohan microfinance, Saggraha microfinance for providing group loans. For app detail info using crashlytics.

Responsibilities:

- Designed and developed the Application from scratch.

- Involved in creating the architecture and writing code.
- Designing application flow
- Daily active user 996
- Daily new user 25
- Daily total spend time 26 min
- Crash free 96%

6 Application : LendMe
Role : Developer
Technology: Android
IDE: Android Studio
Client : Al hail Orix Finance Services,Finstar financial services.

Description:
Project is about a on-boarding application for emirates to get loans from different banks.Different kind of loans like personal/house/car etc we are providing and credit score check,fingerprint authentication for authority check and

social media reports we are generating to ensure that customers are really eligible to get a loan.
Responsibilities:
Integrating emirates identity check to the application.
UI designs and blink id integration.

11. Application : Agent App
      a. Role: Developer
      b. Technology: Android
      c. IDE: Android Studio

Description:
Onboarding an emirate by taking their fingerprint and card scanner get kyc details and checking their credit score by sending all details to the credit engine and verified documents to process loan.

12. Application : Contsync
Role : Developer
Technology: Android,retrofit,Facebook api,Couch Database,Invision
Architecture: MVVM
IDE: Android Studio
Language: Kotlin
Client : KD
Url: https://play.google.com/store/apps/details?id=com.contsyncapp

Description:Its a contact sync app. You can share your and your contact in the form of a card.
You can schedule the meeting and share a meeting card. If someone in your contact is updating their info so that will automatically reflect in your contact so you no need to worry about contact update.

Responsibilities:
CR and bug fixes,UI designing

13. Application : MBL Sale One
Role: Developer
Technology: Android,retrofit,third party lib and integration.(File net,Mule,SFCD),Invision
Architecture: MVP
IDE: Android Studio
Client: IDFC Bank
Url: https://play.google.com/store/apps/details?id=com.capitalfirst.so

Description: It's a Micro Business Loan app for applying loans used by IDFC First Bank.

Responsibilities:
CR and bug fixes,UI designing

14. Application: Challenge Education
Role: Developer
Technology: Android,retrofit,Java
IDE: Android Studio,Dagger2,Firebase Config,AdsMob
Architecture: MVVM
Client: Freelance
Url:https://play.google.com/store/apps/details?id=com.gupta.challenge

Description: It's an online learning app.

Responsibilities:
Designing and coding

15. Application: Jai Hind Blood Donation
Role: Developer
Technology: Android,retrofit,kotlin
IDE: Android Studio,Dagger2,Firebase Config,AdsMob,Firebase DB,Storage,crashlytics
Architecture: MVVM
Client: Personal
Url: https://play.google.com/store/apps/details?id=com.gupta.jaihindblood

Description: It's a Blood Donation app.

Responsibilities:
Designing and coding

Declaration:

I hereby declare that the above said information is up to my knowledge and best of my belief.

Place: Bangalore   SIGNATURE

Date: DILIP KUMAR