# Madhur Ahlawat

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10/2016

07/2020 - Present

#### Summary

Being a hardworking and highly proficient Android application developer with a real passion for mobile application development, I have a great knowledge of the application life cycle right from modeling to develop. I also have incredible attention to detail and perseverance in getting the job done well.

#### Education

# Bachelor of Technology, Computer Science & Engineering

INVERTIS UNIVERSITY • Bareilly, Uttar Pradesh

Experience

# Junior Android Developer11/2019 - 08/2020Clixlogix Technologies • Noida, Uttar Pradesh11/2019 - 08/2020At Clixlogix Technologies, I started my career in Android Application Development11/2019 - 08/2020with Java as the programming language. I worked on four projects individually. I made11/2019 - 08/2020myself capable of making attractive UIs. I learned about various Android components11/2019 - 08/2020like foreground and background services, Activity and fragment life-cycle,11/2019 - 08/2020maintaining the state of the app, using worker threads for fluent user experience. I11/2019 - 08/2020made myself good at Room and LiveData and Databinding and worked on MVVM and11/2019 - 08/2020RxJava based projects.Android Development

Android Developer Antino Labs • Noida, Uttar Pradesh

At Antino Labs, I worked for their Mumbai-based client "Multiliving Technologies". I worked on the real estate-based Android project.

I worked on Two Android applications build for tenants and the staff. We can assume the whole project as a huge hotel management system. As I built separate apps for tenants and the staff. It includes making the communication between both parties easy and hassle-free. A tenant can request the services, He or she can order groceries, rate the services, and can chat with the staff.

#### Skills

- Java SE
- Kotlin
- RxJava
- Root Cause Analysis
- SOAP
- Design Patterns
- UI Design
- JUnit 5
- Expresso

- MVVM
- Android SDK
- MySQL
- Test-driven development
- 00P
- Multithreading
- Coroutines
- Dagger-Hilt

#### Languages

English

#### Apps made live on PlayStore

- https://play.google.com/store/apps/details?id=com.photostat.app&hl=en
- https://play.google.com/store/apps/details?id=com.funngage.funngage
- https://play.google.com/store/apps/details?id=com.usa.mlc
- https://play.google.com/store/apps/details?id=musicPlug.com
- https://play.google.com/store/apps/details?id=com.cap.main&hl=en
- https://play.google.com/store/apps/details?id=com.impossibletraining.impossibletraining&hl=en
- https://play.google.com/store/apps/details?id=com.cap.main
- https://play.google.com/store/apps/details?id=com.doma.consumer
- https://play.google.com/store/apps/details?id=com.doma.owner
- https://play.google.com/store/apps/details?id=com.app.lal10

#### Nonlive apps:

https://drive.google.com/drive/folders/1gbSrofE8hR1ojefmuqKtmrDkFOiylHV7?usp=sharing

#### **Concepts covered**

#### Java SE

- OOP concepts
- Exception handling
- Multithreaded programming
- Generics
- Collections framework
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#### Database

- DDL & DML queries
- Joins
- Views
- Subqueries
- Triggers
- Stored procedures

# Android application development

# UI:

- LinearLayout, RelativeLayout, ConstraintLayout
- RecyclerView
- GridLayout
- NavigationDrawer
- AppBarLayout
- TabLayout
- FrameLayout
- Coordinator Layout
- BottomSheetDialog
- Jetpack Compose
- Notifications (Heads up, Lock screen, App icon badge and Expandable notifications)

#### Services:

- Background Service
- Foreground Service
- Intent Service

# Broadcasts and broadcast receivers:

- System generated broadcast intents
- User-generated broadcast intents
- Creating and registering broadcast receivers

### Activity:

- Activity launch mode
- Excluding an activity from back-stack history
- Activity lifecycle
- Navigation graph (Jetpack compose)
- Deep Linking

# Fragments:

- Passing data b/w activity and fragment through Interface and ViewModel class
- Fragment lifecycle
- Sending events back to activity with the callback interface

# SharedPreferences:

• Reading, writing & listening data changes in SharedPreferences

# Job Scheduling:

- JobScheduler
- WorkManager

# Networking:

- Retrofit
- WebSockets (Made a chatroom app based on WebSockets)

# Database:

• SQLite, Room with LiveData

# Firebase:

- Firebase realtime database
- FCM

# APIs:

- Facebook, LinkedIn, Twitter, Google Maps & Google APIs, VOIP calling APIs like Sinch, Twilio SDK
- FFMPEG

# Architecture:

• *MVVM* 

# Tools

- Windows, Linux & Mac
- Android Studio

- Git
- Postman