

Summary

Staff-level Android platform engineer with 10+ years of experience designing reliable mobile foundations, SDKs, and developer tooling. Led architecture and engineering standards across multiple product teams, improved Android performance through profiling and low-level I/O work, and hardened real-time systems for packet loss, reconnection, and poor connectivity. Known for turning ambiguous platform problems into reusable architecture, diagnostics, CI standards, and migration plans that other engineers can adopt safely.

Core expertise

Android platform architecture and modularization | KMP | Jetpack Compose | Kotlin, Java, Coroutines, Flow, and RxJava | Baseline Profiles, R8, Startup Optimisation | Leak Canary, Android Profiler | Clean Architecture, MVVM, MVI, dependency injection, Hilt, unit testing and E2E testing | OkHttp, Retrofit | Room, DataStore, WorkManager, Offline First App | Android Vitals, Play Console, App Store Release | SDK and reusable framework design | Gradle, CI pipelines, linting, and developer tooling | Performance profiling, reliability, and observability | Networking, WebRTC, signaling, retrying | Technical leadership, mentoring, and cross-team alignment | AI Assisted Engineering

Work Experience

GetStream.io

Nov 2024 - Present

Senior Engineer (Video SDK & Webrtc)

- **Architected a two-tier WebRTC reconnection strategy**, combining fast recovery over existing ICE connectivity with full ICE re-establishment, triggered by Android network changes and WebSocket health monitoring, reducing silent connection failures by approximately **22%**.
- **Rearchitected the incoming-call ringing system**, introducing polling-based fallback and ringing-attempt management to improve fault tolerance during WebSocket disconnections, reducing missed incoming calls by approximately **14%**.
- **Improved Android Telecom and Bluetooth audio integration**, resolving concurrency-related event loss, audio routing failures, and call-state inconsistencies during runtime permission changes and device transitions, **reducing call-related failures by approximately 18%**.
- **Modernized core Android Video SDK architecture** by refactoring call management, camera lifecycle, authentication, and notification pipelines, reducing maintenance-related defects by **39%** and improving long-term code maintainability.

TikTok

Dec 2022 - Nov 2024

Senior Engineer (Android Infra - Architecture)

- Led a team of 5 engineers to design and standardize **ASSEM**, a core Android architecture library spanning UI, communication, and ViewModel layers. Improved modularity and code quality by ~65% across **Messaging** and **Wallet**, with adoption across **4 business lines** by ~15 engineers, supporting products serving **2 billion daily active users**.
- Built and scaled internal code analysis tooling and enforcement pipelines (lint/CI), elevating engineering standards and reducing architectural violations across **7 business lines**.
- Drove performance optimizations (e.g., mmap-based file I/O), contributing to measurable efficiency gains and improved runtime performance by 11% across **Messaging** and **Wallet** team.
- Modernized concurrency stack by migrating from RxJava/Bolts to Kotlin Coroutines with strict enforcement, reducing threading-related issues and improving developer productivity across **7 business lines**.
- Delivered cross-team impact by aligning with international stakeholders and improving internal NPS by **32%**, contributing to ~8% uplift in key business metrics.
- Streamlined the Aspect-Oriented Programming (AOP) framework, significantly increasing its adoption and visibility within the development process.

Green Agrevolution Pvt. Ltd.

May 2022 - Jul 2022

Principle Engineer

- **Managed team of 3 people across Dehaat Business App and AIMS App**
- Improved authentication flow (we were using OpenId/AppAuth sdk)
- Worked on Firebase Remote Config, Datadog

- Reduced redundant code, project size and resolved dependency conflicts by writing standard gradle scripts
- Delivered **Tech talk** on Unit Testing (JUnit,MockK) to the team

Tokopedia

Aug 2019 - May 2022

Principle Engineer

- Led a team of **5–8 engineers** across multiple app domains, driving delivery, mentoring, and architectural decisions while improving engineering quality and team velocity.
- Improved UI performance by **~50%** through **deep profiling and rendering optimizations**, directly enhancing user experience at scale.
- Built reusable platform components (dynamic UI framework for global dialogs, media/image picker with camera integration), reducing feature development time across **7 teams**.
- Developed internal developer tooling (API mocking library, [GQL formatter IntelliJ plugin](#) (available on JetBrains Marketplace), CI test optimizations), improving developer productivity and accelerating testing workflows.
- Strengthened engineering practices by driving adoption of **Clean Architecture**, Kotlin (Coroutines/Flow), and testing frameworks (MockK), while contributing to hiring, training, and technical leadership across the org.

Sd2 Labs

Oct 2017 - Aug 2019

Android Developer

- Worked on(**Shoto App**) Face detection, **FFMPEG**, **Cluster Maps**, Active Android, Sqlite, Notifications, Services
- Created **Collage**, **Boomerang**, **Video** and **Gif** using FFmpeg
- Integration of REST APIs, multithreaded coding, thread pool **executors**, UI layout designs, feature integration, background processing, **Camera**, Storage, Glide, Picasso and extensively worked with Facebook Fresco.

Red Gingers Technology

Apr 2017 - Oct 2017

Android Developer

- Worked on (**InOne App**) - integrated payments via PayU SDK, IxigoSDK, Zomato SDK, Ola & Uber APIs.
- Integrated REST APIs, Google maps, Places API, Ui implementation, Glide.
- Integrated **Shopping module**(cart management) and Checkout

Hatchitup Inc

Jul 2016 - Jan 2017

Android Developer

- Created Chat Module(**XMPP - Smack Api**), payment via Stripe, social login API of Google, Facebook and LinkedIn
- Integrated **sockets** for REST API calls
- Implemented file sharing module to share camera pics, pdf and word documents like WhatsApp
- Integrated **Dagger2**, retrofit, Glide, MVP, **Event bus**, **Stetho**.

Project Experience

[Snorkl](#)

Jul 2025

- A library to monitor your HTTP and WS network calls

[Flutter Circular Reveal Plugin](#)

May 2019

- A plugin to give circular to any widget.
- Based on **AnimationController** and **Custom Paint**

[Zootch App](#)

Oct 2018

- A tinder like app with **Bluetooth Messaging** (BLE) cross-platform.
- Worked on a chat module for both **Bluetooth Low energy** message and **Xmpp** based messaging
- Worked on REST APIs, **Room** Sqlite, **MVVM**, Animations, Thread pools, **Rx Java**, **Rx Kotlin**, Services, Push Notifications

[Reddit Android App](#)

May 2017

- Created Reddit client app to view posts, subreddit, filter posts, search posts, view and posts comments
- Implemented **cursor loader** and **content provider** throughout the app for offline usage
- Implemented **Firebase Ads**, **Firebase analytics**, leak canary.

Education

Google - Certified Android Developer <http://bcert.me/sbxbppcc>

Aug 2017

Udacity - Android Developer Nanodegree

Mar 2017

GGSIU, USICT - B.Tech (CSE).

2012 - 2016

