

MALLELA VISWANATH REDDY

Android Developer

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SUMMARY

Android Developer with 3+ years of experience building consumer-facing applications in Kotlin and Java, with a combined Play Store reach of 10.5 million plus downloads across published apps. Delivered end-to-end features across video streaming, AI photo editing, and real-time multiplayer platforms, including a self-published Play Store game built on Firebase, AWS Lambda, and Google Gemini AI. Strong in REST APIs, Firebase services, MVVM architecture, and Material Design 3, with a focus on clean code, smooth UI, and measurable impact on engagement and monetization.

SKILLS

Languages: Kotlin, Java, JavaScript (Node.js)

Android: Android SDK, Jetpack (ViewModel, LiveData, Room, Navigation, DataStore), Media3 ExoPlayer, Glide, Material Design 3

Architecture: MVVM, Repository Pattern, Single Activity Navigation, Kotlin Coroutines, StateFlow

Networking: REST APIs, Retrofit, OkHttp, JSON, OAuth 2.0

Backend and Cloud: Firebase (Authentication, Realtime Database, Firestore, FCM, Crashlytics, Analytics, Remote Config, App Check, Hosting), AWS Lambda

AI and ML: Google Gemini AI, On device ML models

Monetization: Google AdMob (Native, Rewarded, Interstitial), In App Purchase Flows

Tools: Android Studio, Git, GitHub, Gradle, Google Play Console, Firebase Console, AWS Console

Soft Skills: Problem Solving, Cross Functional Collaboration, Ownership, Communication, Adaptability

EXPERIENCE

Android Developer, Toqqr Systems Pvt Ltd | 2024 to Present

Toqqr App, Video Streaming Platform

- Built core video playback using Media3 ExoPlayer with support for DRM protected and standard content, delivering smooth streaming across 20+ Android device types.
- Designed 10+ reusable XML layouts for a Reels style vertical video feed, optimized for 60 FPS scrolling across phone and tablet form factors.
- Configured Firebase Cloud Messaging to push notifications for live events and new content drops, raising 7 day user retention through timely engagement nudges.
- Constructed an offline first caching layer with Room and Glide, cutting media reload times by an estimated 40 percent for returning viewers.
- Managed REST API communication through Retrofit and OkHttp with structured error handling and retry logic for 5+ critical endpoints.
- Integrated Google AdMob rewarded and interstitial formats and instrumented Firebase Crashlytics and Analytics, surfacing crash trends across 100 percent of active sessions.

Android Developer, Flying Caps Technologies | 2022 to 2024

PicShiner and Fotomelon, Photo Editing Apps

- Contributed to two photo editing apps with a combined Play Store reach of 10 million plus downloads and a 3.6 star rating from 31,900 user reviews.
- Integrated REST APIs through Retrofit and OkHttp to serve 50+ dynamic filters and asset packs to over 10 million users, with offline support for cached content.

- Instrumented Firebase Crashlytics and Analytics to monitor stability and prioritize features, informed by behavioral data from 31,900 reviews and millions of sessions.

FotoTweak, AI Photo Editor

- Co built an AI photo editor with face swap, image enhancement, and background removal, scaling to 500,000 plus installs and a 4.5 star rating from 13,300 reviews.
- Deployed 3 on device ML models for real time editing features, balancing accuracy and performance across 500,000 plus users on mid range Android devices.
- Ran user testing with 20+ participants and iterated on UI based on feedback, improving task completion for the 5 core editing workflows.
- Engineered intuitive XML interfaces with responsive layouts, ensuring visual consistency across 50+ Android device configurations.

Wallpaper and Ringtones App

- Led end to end Android development from architecture through Play Store release as the sole developer, shipping 15+ screens in under 4 months.
- Architected the backend content management system and REST API layer to serve high resolution wallpapers and ringtone assets to thousands of daily active users.
- Established targeted push notifications for trending content and daily updates, lifting daily active user engagement through timely content surfacing.
- Delivered the full browsing, preview, and download experience with direct in app application of wallpapers and ringtones across 10+ device configurations.
- Optimized AdMob placement strategy to maximize ad revenue without degrading user experience, balancing 3 ad formats across the user journey.

PROJECTS

Sudoku Multiplayer, Published on Google Play Store

Kotlin, Firebase, AWS Lambda, Google Gemini AI, AdMob, MVVM, Material Design 3

- Shipped a production grade Android Sudoku game featuring real time multiplayer, AI bot opponents, and 300+ solo levels across 3 difficulty modes.
- Built real time matchmaking on Firebase Realtime Database, supporting quick match, private rooms, and direct friend challenges through FCM invites.
- Engineered an AI bot opponent using constraint propagation with humanized move timing and configurable difficulty, driven by Kotlin Coroutines.
- Integrated Google Gemini AI for contextual in game hints, post game analysis, bot trash talk, daily tips, and AI generated player avatars.
- Architected a secure server side coin economy on AWS Lambda, validating match results and rewards across 8 transaction types with Firebase ID token authentication.
- Implemented 3 authentication providers (Google, Facebook, Play Games) with seamless anonymous to social account linking for 100 percent of new users.
- Adopted MVVM architecture with 10 ViewModels and 11 Repositories, backed by Room database caching, DataStore preferences, and Firebase App Check with Play Integrity.

EDUCATION

B.Tech in Civil Engineering, Nova Academy of Rural Education and Research | 2016 to 2020

LANGUAGES

English, Hindi, Telugu