

# SENCHA JAVA SCRIPT FRAMEWORK EXPERT

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## EXPERIENCE

11+ years of experience in mobile applications development and games development and training experience in angular and react native

Primary skills are native android development, react native, sencha extjs framework, react.js

Secondary skills include cordova mobile application development and unity3d, WebGL, HTML5 Canvas games development, flutter and xamarin forms

Expertise within android - Android architecture, BLE, multithreading, SQLite, performance optimisation, RESTful api integration

Android libraries - volley, retrofit, glide, picasso

## MAJOR PROJECTS

### Projects as junior developer

Product name: ADHD Alarm Clock

This application is meant to assist people affected with ADHD. It helps them meet their first appointment of the day based on the inputs given by them.

Technology used: Android.

Product name: Gleneagles Hospital application

This is a sencha touch based application made primarily for ios devices but is fully compatible with android devices also. The application helps people in getting information about the doctors and services offered by the hospital and getting appointment for treatment.

Technologies used : Sencha touch 2 , Css , Javascript , Phonegap.

Product name: Who Shares My Birth Date

This is an cross platform made with the help of jquery mobile. This app helps in finding people who shares their birthday with user and in connecting with them

Technologies used : Html5 , JQuery mobile , Cordova.

### Projects as senior developer or team lead

Product : Hospital application

This is a sencha touch based application made primarily for ios devices but is fully compatible with android devices also. The application helps people in getting information about the doctors and services offered different branches of hospital and getting appointment for treatment.

Technologies used : Sencha touch 2 , Css , Javascript , Phonegap.

Role: Senior Developer

Versioning tools : Git local client, Gitlab

Product: Working on an e-commerce project.

Technologies used: React native, Redux, Redux-saga

Role : Tech Lead

Versioning tools : Git local client ( Sourcetree ), Gitlab

Bug tracking tool : Jira

CI/CD : Jenkins

Product: Worked on a car service booking/management application in react native.

Technologies used : Expo, Reduxjs/toolkit

Role : Sr. Developer

Versioning tools : Git

Product : Worked on an supply chain management project.

Technologies used : React native, Redux, Redux-saga

Role : Sr. Developer as part of team

Versioning tools : Git command line, Azure devops repository

Bug tracking tool : Jira

CI/CD : Azure devops

Main libraries used out of around 50 different libraries : react navigation, axios, react native push notifications

Product : Worked on an e-commerce project.

Technologies used : React native, Redux, Redux-saga, Realm

Role : Sr. Developer as part of team

Versioning tools : Git local client ( Sourcetree ), Bitbucket

Bug tracking tool : Jira

CI/CD : Jenkins

Main libraries used out of around 50 libraries : React navigation, react native async storage, react native push notifications

Product : Tiktok style react native app with native modules in android for opengl part.

In this app a user can play a youtube video and then he can download the audio file of same song and that audio will then be used with the video shot with phone camera. For imposing graphical effects over live camera stream, native modules in android are written with the help of opengles 2.0.

Role – Developer

CICD : None

Bug tracking tool – None

Versioning tool : Git command line and Github

Product : 3d rugby game in WebGL, javascript and react.js

Technologies used : React.js, javascript, playcanvas, WebGL, tween.js

Product: An eCommerce app based on different rights of different kinds of users in react native.

Technologies used : React native, redux

Role – Architect and developer

CICD : None

Bug tracking tool – None

Versioning tool : None

Product : An library written on top of android BLE API. Purpose is to be able to write synchronous code as opposed to writing with asynchronous API provided by android, to make development and testing easier and faster.

Product : An application which fetches data from electric meter(BLE) and presents the data to the user on the app.

Technologies used : Android (Bluetooth low energy api)

Product : An application which fetches data from electric meter and show the data to the user on the app, fetches recharge tokens from web server and pass those to the electric meter and gets it recharged with certain amount.

Technologies used : Android (Bluetooth low energy api), volley library, SOAP web services api

Product : The application is an enterprise utility app. The people responsible for electric meter installation in the field use this app and feed the data which is in the form of text as well as pictures and signatures(drawn on app screen) and then saving that data to device database and then posting that data to web server both in the background and with user action. The master data required by the user is fetched from web server both in the background and with user action. The locations of the user while installing meters is also saved on device and used for validation/record purposes. Number of records to be sent to server per transaction varies with network speed, it keeps on changing according to network speed to make optimum use of network and reduce the probability of failed transaction. Meter numbers are scanned from bar code

Technologies used : Android, volley library, REST web services api, Google vision library for barcode scanning

Product : An application which fetches instant data as well as history data from a web server and show that data on a tiles based dashboard and various detail screens which present data according to user preference.

Technologies used : jQuery mobile javascript

Product name: Smash Back

This is 3d mobile game for android. Real physics is applied in the game but much of that is not from the unity3d physics engine rather it is self coded to get greater control over the playing objects. C# is used as a scripting language.

Technologies used: Unity3d.

Product name: 3d Interactive Educational modules.

These are 3d modules for teaching various topics to school students. These are interactive in nature.

They cover various topics across subjects like Biology, Physics , Chemistry. They run in browsers without needing any plugin.

Technologies used :WebGL, Html5. Libraries used: three.js, tween.js

Product name: Memory Match game for kids .

This is a common game for kids. The player has to match pairs of same objects by tapping on the tiles.

Technologies used: Html5 canvas API.

Product name: Scramble Game.

The player has to unscramble a scrambled word.

Technologies used: Javascript, Css, Html5 canvas API

Product name: Fighter Aircraft Game in 3d

This is a browser based game. Player is an fighter aircraft which has to destroy its targets.

Technologies used : Unity3d and Javascript.

### **Projects as main/sole developer**

Product name: 7wt car race.

This is 3d car racing game which can run on windows/browsers and mobile devices alike. Real physics is applied in the game. Unity script is the scripting language.

Technology used: Unity3d.

Product name: Brochures Apps

This is a html5 based brochure app with book like page curl effect.

Technologies used : Html5 , Css , Javascript.

Product name: Jigsaw game

This is a html5 canvas based game. This game can be played on any browser which supports html5 canvas.

Technologies used : Html5 , Css , Javascript.

Product name: Joanne fabrics

This is an android app. This app is a mobile catalogue of the products of company. This application contains page curl effect and search functionality. Search is made on the basis of attributes attached to each product.

Technologies used : Android , Open GL ES.

Product name: Midwest

This is an android app. Small app in question answer format.

Technology used : Android.

Product : A small golf game

This is a 3d game made in WebGL using playcanvas framework.

### **Other projects**

Product - An android app for an e commerce website selling flowers and chocolates. Libraries used - volley, glide

Product - A demo eCommerce app in react native

Product - Small android app with some hard-coded edits(watermarks) to PDF files

Product - An android app for student management, keeping track of students' progress. Services used - firebase for database

Product - Small WebGL project applying 360° images to 3d shapes making adjustments according to shapes so as to produce the effect of an environment (skybox). Library used - three.js

Product - Hotels automation app in flutter