

ANKIT MHATRE

Senior Software Engineer

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[Google Play Store Portfolio](#) | [Apple app store portfolio](#)

SUMMARY

Results-driven Mobile and Full Stack Developer with 4+ years of experience in creating innovative applications across various platforms. Proficient in Java, Kotlin, Python, JavaScript, and Dart, with expertise in frameworks like React, Node.js, and Flutter, as well as cloud technologies such as AWS and Docker. Skilled in Agile methodologies and project leadership, focusing on user-centered design and performance optimization to deliver impactful solutions.

SKILLS

Programming Languages: Java, Kotlin, Python, JavaScript (JS), TypeScript (TS), Dart, SQL, C, Bash, PHP, Swift, HTML5/CSS3

Web & Backend Development: NodeJS, Express.js, React.js, Next.js, Redux.js, NoSQL (MongoDB, Redis), SQL (PostgreSQL, MySQL)

Mobile Development: React Native, Flutter, Android Studio, Xcode, MVVM, MVC, RxJava, KMP, Jetpack Compose, Android, SwiftUI, MVVM, MVC, Common Design Patterns, Firebase App Distribution, RFID and BLE beacons, Figma, RESTful Web services

Cloud & DevOps: AWS (EC2, S3, Lambda, RDS, Amplify), Firebase, Docker, Kubernetes, GitHub Actions, Gitlab CI, Jenkins, OAuth 2.0, JWT,

Certifications: Building a Product Roadmap (Project Management Institute – PMI), Scrum Master (NASBA), LinkedIn Learning

WORK EXPERIENCE

Co-founder, Product & Full Stack Engineer, Mumbai, India

April 2020 – September 2022

Testbuzz

- Led a team of 5 engineers, following Agile methodologies using JIRA, managing sprints for product development and web app.
- Integrated secure REST APIs using OAuth 2.0 and JWT, enhancing data protection.
- Designed and implemented secure RESTful APIs using OAuth 2.0 and JWT, enforcing stringent security policies, including token caching and request forwarding to safeguard user data against unauthorized access.
- Boosted engagement after deploying an integrated email and notifications module with Flutter and Firebase Cloud Messaging (FCM), enhancing user engagement and retention.
- Leveraged ReduxJS for global state management in React, ensuring a seamless and consistent data flow across the application, complemented by Redux Toolkit for efficient state management in the Flutter ecosystem.
- Utilized Docker and AWS EC2 to containerize services, reducing deployment time by 90%.
- Implemented CI/CD pipelines using GitHub Actions and Firebase App Distribution, reducing review times by 70%.

Software Engineer, Mumbai, India

December 2019 – April 2020

Jio Tesseract Imaging Limited

- Led the development of a high-performance video compression engine using FFMPEG and Celery, achieving a 38% reduction in video file size through advanced encoding and parallel processing.
- Engineered a WebRTC-based video calling service for the JIO Glass XR headset, leveraging TURN and STUN servers for NAT traversal, which enhanced connectivity for immersive communications.
- Authored an orientation SDK for the Mixed Reality Operating System, achieving 71 FPS performance via AIDL on the AOSP platform, utilizing an IMU ICM20948 sensor for precise spatial tracking.
- Integrated a 6 Degrees of Freedom (6-DOF) hand controller with an in-house Mixed Reality OS-enabled board, implementing algorithms for real-time motion tracking and gesture recognition while maintaining 60ms latency using Bluetooth Low Energy (BLE) 4.2.
- Designed and developed a modular architecture for an immersive Mixed Reality App Store using microservices, ensuring scalable and efficient deployment with Docker for containerization.

Lead Mobile Application Developer, New York, NY

June 2018 – December 2019

1337Lab LLC

- Developed "Note a Call" and created a patented iOS app that enables seamless call recording, effectively overcoming iOS restrictions. Utilized React Native for cross-platform functionality.
- Engineered and designed a secure communication app using React Native and Native Android, integrating NFC and Bluetooth Low Energy (BLE) for real-time data exchange.
- Created and developed a GSM-to-VOIP switching system using a Raspberry Pi and a Native Android mobile app, resulting in an 85% reduction in communication costs.
- Built Air Quality Indexing Sensor App: Developed an application using React.js to visualize data from 11 sensors deployed across 150+ industry locations, enhancing environmental monitoring capabilities.

PROJECTS

Chitraan – Cross Platform Journaling App for Overthinkers

May 2024 – October 2024

Lead Developer

Flutter | MERN Stack | AWS EC2

- Developed **Chitraan**, a journaling app for overthinkers, using **Flutter** for iOS and Android.
- Built a secure backend with **MERN stack** on **AWS EC2**, ensuring scalability and privacy.
- Designed features like **emotion, people, and location tagging** with **advanced search** to enhance user insights.
- Managed full product lifecycle: market research, UX design, **beta testing**, and cross-platform launch.
- Implemented **App Store Optimization (ASO)** and continuous **feedback-driven updates** for ongoing improvement.

Snacko – Comprehensive calorie tracking app

April 2023 – August 2023

Lead Developer

AWS EC2 | Docker | Tesseract OCR

- Led the development of **Snacko**, an intuitive calorie-tracking app featuring a database of 3.9 million food products with an average search response time of 2.9 seconds.
- Deployed a secure backend using **AWS EC2 & Docker**, integrating **Tesseract OCR** and QR code scanning for a streamlined UX.
- Designed a user-friendly interface with **Flutter**, facilitating easy meal logging and progress tracking.
- Conducted market research, UX design, and beta testing, successfully launching the app to meet user needs.
- Pitched **Snacko** at **TechCrunch Disrupt 2023**, showcasing its innovative features and impact on health and wellness.

EDUCATION

- **Pace University, Seidenberg School of Computer Science and Information Systems** September 2022 – May 2024
Master of Science (MS) in Computer Science | Concentration: Product Management New York, NY
- **University of Mumbai, Ramrao Adik Institute of Technology** August 2014- June 2018
Bachelor of Engineering (BEng) in Computer Engineering Mumbai, India

PUBLICATION

Team Lead & Developer

January 2018

Microsoft Kinect-based Rehabilitation for post-stroke Patient Recovery (Research Paper)

- Developed physiotherapy system using **Unity5 Gaming & Microsoft Kinect v2.0**, enabling cameras to track users' physical exercises and send data to physicians, allowing for collaborative physical therapy & increasing patient willingness by 43%.
- Implemented a tracking system for real-time patient progress, leading to 20% faster recovery times.

Author & Developer

August 2017

AndroidSiriWave

- Developed an Android library replicating the Siri waveform effect from iOS 8, enhancing the visual appeal of applications.
- Facilitated easy integration via **Jit Pack** with straightforward setup instructions for users.
- Achieved significant adoption with 120 downloads in the past month and 34 downloads in the past week.
- Garnered community engagement with 31 stars, 4 watchers, and 8 forks on **GitHub**, indicating interest from other developers.

CERTIFICATIONS

- **Certified Scrum Master (CSM)**
National Association of State Boards of Accountancy (NASBA)
- **Project Management Professional (PMP)**
Project Management Institute (PMI)

ACTIVITIES

Blogging, Open-Source Contributions, Research on problems that won't scale, Play Soccer & Cricket