

Atishay Jain

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Mobile developer with 3+ years of experience creating innovative apps using Flutter, React Native, Kotlin, and Swift. Deployed multiple high-impact applications on Google Play and Apple Store, including apps serving 1 million users. Adept at leveraging cutting-edge technologies to deliver robust, user-centric solutions.

EDUCATION

University Of California, Riverside

USA

Masters of Science in Computer Science

September 2022 - December 2023

GPA: 3.81 / 4

TECHNICAL SKILLS

Programming Languages: Dart, Java, JavaScript, C, C++, Kotlin, Python, HTML, CSS, Typescript, Swift

Mobile & Web Frameworks (IDE): Flutter, React, React Native, Android Studio, Xcode, Visual Studio Code

Database Management & Backend Technologies: SQL, MongoDB, GraphQL, Firebase (Firestore), Node.js

Cloud Computing & Other technologies: Google Cloud Platform (GCP), Amazon Web Services (AWS), Figma, Git, QGIS, GDAL, ArcGIS, Navigation Systems, Google Maps SDK, Apple Maps SDK, BLOC (Flutter), Bluetooth Low Energy

WORK EXPERIENCE

AutoLNK.

Garden Grove, California

[!\[\]\(56549452e01ca28bdf2500ced9653143_img.jpg\) Full Stack Developer](#)

February, 2024 – Present

- Lead development of a cross-platform Flutter app (Android & iOS) using MVVM architecture, improved performance with lazy loading, caching, and state management (GetIt, Redux & BLOC), by 30%.
- Enhanced authentication security by developing Dio handlers and wrappers for authentication interceptors, efficiently managing JWT authentication and automating token refresh workflows.
- Built a seamless live chat experience by developing an iOS Live Activity widget in Flutter, enabling real-time updates for chat rooms on lock screens and Dynamic Island.
- Enabled in-person payments by integrating Stripe Terminal and developing a Bluetooth service for secure external payment device connections, streamlining merchant transactions.
- Developed WebSocket infrastructure for real-time messaging and chat rooms, reducing message delivery time to under 500 ms across 10,000+ users.
- Implemented offline-first architecture by adding ISAR database support in Flutter, reducing initial load times by 60%, significantly enhancing user experience and app responsiveness.
- Conducted in-depth reviews, performed performance profiling, and addressed critical performance bottlenecks.
- Integrated Stripe payment gateway to enable secure card payments and seamless Apple Pay transactions, improving the checkout experience for users.

Centric Software

Campbell, California

Mobile Applications Intern

June, 2023 – September, 2023

- Engineered a real-time collaborative canvas app in React Native, implementing best practices that boosted performance by 20%.
- Developed dark mode for a react-native application and translated existing designs/pages to support light & dark mode.
- Designed a modular app structure, increasing code reusability by 50% and reducing codebase size by 30%.

Mobigic Technologies

Pune, India

[!\[\]\(241407ae374027aec4b030ca93d07b05_img.jpg\) Mobile Application Developer](#)

March, 2020 – September, 2021

- Engineered cross-platform mobile apps using Flutter & React Native, along with native Android apps in Kotlin.
- Led Agile Scrum practices across 5+ projects, including fintech applications, serving over 1 million users worldwide.
- Implemented comprehensive unit testing strategies for production apps, identifying and resolving critical bugs, leading to 30% better app performance and a 75% reduction in crash rates.
- Designed and developed RESTful APIs using Node.js on Firebase Cloud Functions.

PERSONAL PROJECTS

[!\[\]\(dcadc17c064c775919616fcc152162e9_img.jpg\) Squad Map](#) : Developed a Flutter app for real-time group location sharing to help friends stay connected during hikes or travel. Built features like real-time chat, SOS alerts, navigation overlays (Google Maps SDK), privacy settings, and QR code scanning for quick group joining.

[!\[\]\(3f5477a6ad7457d6c5a54da9edc797f0_img.jpg\) Xperience](#) : Developed an AR app using Flutter, Firebase, and AR Core Engine to create 3D AR models, showcasing potential applications in Education, Visualization, E-commerce, and Architecture. Awarded "Best Computer Science Project" at Garden City University in 2021.