**Nabin Shrestha**

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**SUMMARY**

Android/Flutter/Java experienced software engineer with 8+ years of experience in development, testing and implementation of mobile applications. Extensive hands-on experience in the Android framework as well as the Java framework. Proven ability to develop and implement agile methods to advanced accurate planning, software development and process improvement. Expert in object-oriented design, problem solving, test-based development, and tutoring. Expert at database design, optimization and refactoring databases. Well versed in efficient design patterns, constantly and enthusiastically learning new technologies and advanced software concepts.

**PROFESSIONAL SKILLS**

Programming Languages: C, C++, Java, Kotlin, C#, Dart, JavaScript

Databases: SQL, MySQL, SQLite

Tools: Visual Studio Code, Android Studio, IntelliJ IDEA, Eclipse, Netbeans, Photoshop, JIRA, Figma,  
 Git(GitHub, Gitlab, Bitbucket), Maven, Gradle  
Technologies: Android Native, Flutter, Spring Boot

Platforms: Android, Flutter, JavaEE

Frameworks: Android framework, Spring framework, XMPP

Web Services: RESTful, SOAP, GraphQL

OS: Mac, Linux(Ubuntu), Windows

**PROFESSIONAL EXPERIENCE**

**Company : EBPearls Pty Ltd,**  Aug 2015 - Present

**Address:** Kandevastan, Kupondole - 10, Lalitpur, Bagmati, Nepal

**Website:** [**https://ebpearls.com.au**](http://www.ebpearls.com.au)

**Position:** Tech Lead | Senior Software Engineer

**Company : Omsiale Pvt Ltd,**  Mar 2015 - Aug 2015

**Address:** Gyaneshwor, Kathmandu, Bagmati, Nepal

**Website:** [**https://www.omsiale.com.np**](http://www.omsiale.com.np)

**Position:** Software Engineer

**NGO: Robotics Association of Nepal [RAN],**  May 2014 - Feb 2015

**Address:** Bhanimandal, Lalitpur, Nepal

**Website:** [**https://www.ran.org.np**](https://www.ran.org.np/)

**Position:** Technical Support Engineer

**Club : Advanced Robotics Club [ARC],**  Jan 2012 - Sep 2014

**Address:** Bhuwaneshwari Marg, Kalanki - 14, Kathmandu, Nepal

**Website:** [**https://acem.edu.np**](https://acem.edu.np/)

**Position:** Co - Founder | Member of Executive Committee

**PROFESSIONAL TRAINING**

**Professional Scrum Product Owner™ I Certification**

**Certification date:** (online course) Sep 19, 2023

**Android Unit Testing and Test Driven Development**

**Completion date:** (online course) Apr 5, 2021

**Total duration:** 5.5 hrs.

**Managerial Skill Training**

**Completion date:** 28th May 2017

**Total duration:** 1 day

**EDUCATION**

**B.E. : Bachelor’s degree in Electronics and Communication Engineering**

Advanced College of Engineering & Management, TU

Bhuwaneshwari Marg, Kalanki 14, Kathmandu, Nepal

2010 – 2014

Aggregate marks: 71%

Division: First

**10+2 Science : Higher Secondary Education Board (HSEB)**

Cambridge College

Kuleshwor Road, Kathmandu, Bagmati, Nepal

2008 – 2010

Aggregate marks: 63%

Division: First

**SLC : School Leaving Certificate (SLC)**

Shree Krishna Ratna Ganga Higher Secondary School

Chautara, Sindupalchwok, Nepal

2008

Aggregate marks: 73%

Division: First

**PROJECTS**

**Intro: Create, Connect, Date**

**Project Description**: Intro is mobile based application which is available in both Android and IOS platforms. This application is a short-form video dating app. Full screen video feed, in-built editor and more.

**Project Duration:** Feb 2022 - Present

**Programming Duration:** 2 years 7 months(present) 8hrs. coding/testing per day

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Kotlin
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Mainly worked on Chat(messages), Feeds, Video Editor like TikTok and User management module.
* Used: Android Studio, Git, Kotlin, MVVM, in-app purchases, SQLite(Room), XMPP, JIRA, Ubuntu and Windows

**Gochat App**

**Project Description**: Gochat is mobile based application which is available in both Android and IOS platforms. This application is a social media network which provides all features at one place like Facebook, Instagram and Tinder.

**Project Duration:** March 2019 - Feb 2022

**Programming Duration:** 2 years 7 months(present) 8hrs. coding/testing per day

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Mainly worked on Chat(messages), Post/feeds, User Story and User management module.
* Used: Android Studio, Git, Kotlin, MVVM, SQLite(Room), XMPP, JIRA, Ubuntu and Windows

**AVANSER Virtual Mobile App**

**Project Description**: Avanser Virtual is mobile based application which is available in both IOS and Android platforms.

This application mainly provides all the functionality of an additional mobile phone without having to carry multiple headsets. Equipped with enterprise level security, the app is private, secure and it will allow changes to answer points easily, immediately and as often as needed.

This app enables businesses to own all their business calls and keeps track of all business messages in the AVANSER Portal, or import the data into company CRM.

**Project Duration:** Feb 2018 – March 2019

**Programming Duration:** 1 year 2 months (8 hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Mainly worked on SIP calls and API based chat modules.
* Used: Android Studio, Git, Java, Kotlin, SQLite, JIRA, Windows

**Football Jersey Maker App**

**Project Description**: Football Jersey Maker is a mobile based application which is available only on Android platforms.

This app mainly provides users with live scores, fixtures, standings and league tables from different leagues. Can save created custom jerseys into devices and share to different social media.

**Project Duration:** May 2020 – Apr 2021

**Programming Duration:** 11 months (4hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Developed all features of the app.
* Developed mobile backend service.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Flutter, Dart, Firebase Firestore, Java with Spring for backend service and Ubuntu

**Voice Recorder App**

**Project Description**: Voice Recorder is mobile based application which is available only in Android platforms.

Voice recorder is an easy-to-use recorder that provides crisp, clear audio in the most-common recording situations.

**Project Duration:** Jul 2018 – Mar 2019

**Programming Duration:** 8 months (4hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Developed all features of the app.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Kotlin, Ubuntu

**Farm Service Manager App**

**Project Description**: Farm Service Manager is a mobile based application which is available in both IOS and Android platforms.

A simple way for farm owners, farm managers, and contractors to manage the service and maintenance history of all farm machinery and vehicles.

**Project Duration:** Jun 2017 – Jan 2018

**Programming Duration:** 6 months (8 hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Java, SQLite, JIRA, Windows

**M Malls App**

**Project Description**: M Malls is mobile based application which is available in both IOS and Android platforms.

This app allows users to stay up-to-date on the latest promotions, events and deals with M Malls – A lifestyle app that rewards the user with Loyalty Points as user spend. Redeem Deals, E-Vouchers and Carpark Credits to enhance their shopping experience at any Malls.

**Project Duration:** Aug 2016 – Mar 2017

**Programming Duration:** 7 months (8 hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java/Kotlin
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Java, SQLite, Windows 10

**PM Client App**

**Project Description**: PM Client is a mobile based application which is available in both IOS and Android platforms.

Running a business can be complex with multiple clients, staff, timesheets, skill sets, pay-rates, and changing priorities, it’s no easy task to manage. That’s where the PM Client app helps with comprehensive and user-friendly interfaces, and can manage bookings and staff through an efficient self-service solution.

**Project Duration:** Sep 2015 – Oct 2017

**Programming Duration:** 2 years 1 months (8 hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Implemented GPS tracking of staff.
* Integrated Automatic timesheet entry from staff using PM crew.
* Added features like create, schedule, view, repeat and manage jobs.
* Integrated simple payment and invoice system.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Java, SQLite, JIRA, Windows 10

**The City of Albany App**

**Project Description**: The City of Albany App is mobile based application which is available in both IOS and Android platforms.

The Albany app provides information to residents about Bins & Waste, Events, News and the ability to make payments and report issues.

**Project Duration:** Aug 2015 – Feb 2016

**Programming Duration:** 6 months (8 hrs. coding/testing per day)

**Responsibilities:**

* Designed and implemented the user interfaces (UI/UX).
* Written in Java
* Performed Unit Tests with JUnit4.
* Coordinate with customer, manager and other team members to achieve project goals.
* Implemented whole features of the app.
* Testing in multiple devices and inner platform devices.
* Used: Android Studio, Git, Java, SQLite, JIRA, Windows 10

**References:  
  
Sundar Parajuli**  
Advance Software Developer  
Android Developer: Universal Orlando Resort  
Orlando, Florida, United States-Remote  
[patajuli1@gamil.com](mailto:patajuli1@gamil.com)