

Anuj Saluja

837 Catamaran St. Apt 1, Foster City, CA 94404

Phone: 224-381-0469

Website: <http://www.alifesoftware.co.in>

E-Mail: alifesoftware@gmail.com

SUMMARY

- Passionate about research and development of mobile applications and open source platforms such as Android.
- Extensive software development\architecture experience on multiple platforms using object oriented development approach, multithreading concepts, and design patterns. Ability to work with multiple programming languages at the same time.
- Demonstrated leadership skills and sound software development knowledge in leading global software engineering teams in a product development\engineering environment.
- Involved in complete life cycle of multiple software products\mobile applications from initial concept phase to designing of UI\UX to public release and maintenance.
- Been a part of core engineering team in 2 startup companies – both resulting in acquisitions by public companies.
- Technical project management experience – research, recommendations, scheduling deliverables, defining roadmaps, allocating resources, working with customers, 3rd party vendors, and partners to successfully deliver software products.

TECHNICAL SKILLS

Programming: Java, C++, Objective-C, VC++, C, JNI, STL, GWT, SmartGWT, SQL, PHP

Platforms: Android SDK, Android NDK, MongoDB, Windows, Symbian S60, Windows Mobile, Web Applications, iOS (Beginner)

SW Development: Object oriented design & development, Design patterns, Multithreading concepts, Inter process communication

Dev Environment: Visual Studio, Eclipse, Xcode, Carbide

Dev Methodology: Agile\Scrum, Waterfall, XP

WORK EXPERIENCE

Independent Work (January 2013 – Present)

Stock Trainer: Virtual Trading Android App (<http://goo.gl/aLnzBX>)

- Conceptualized and developed virtual stock trading application for Android devices. This application implements features that are not available in any finance related application in the Play store or iTunes App store.
- Developed both client side and server side code for this app.
- Currently implementing data analytics (using MongoDB) for the mobile app to analyze users' buying/selling behavior and to list trending stocks.

Way2Sms International SMS\Text Message App

- Developed a SMS application for Android devices that uses a 3rd party gateway to send international text messages for free. Interesting part about this project was reverse engineering APIs of a closed system and implementing the APIs on Android to support SMS functionality.

Electronic Arts, Redwood City, CA

May 2013 – Present

Software Engineer III (Architect) – Mobile Platform Group

- Currently working on a library that provides a user's social graph (from various services – Facebook, EA Origin, G+) so that their friends can be challenged or invited to play a game.
- Developed a new user identification solution for the mobile SDK to identify and link a particular user playing a particular game on multiple devices using multiple authentication methods. This was a high-impact project and multiple modules (push notifications, telemetry) along with 2 backend services had to be changed to provide the necessary support. Received “EA Technical Rock Star” award for successfully completing this project before scheduled time and with high quality metrics.
- Worked with 3 different teams (backend services) to plan the work involved in above-mentioned project. I was responsible for requirement gathering and analysis, design documentation, release scheduling, and risk analysis\identifying gaps in the implementation.
- Represented Electronic Arts at “Android @Google Dev Days, 2013” symposium. I conducted a workshop on Android development and was part of an expert panel that discussed and answered audience questions on emerging technologies and future of Android.
- Created a native sample app for Android illustrating the features of mobile SDK that is being developed by the team. This sample app is bundled with mobile SDK and is used as reference code by game studios EA-wide for mobile games.
- Managing 2 interns working with the Mobile Platform client team.

Sears Holdings, Chicago, IL

September 2012 – December 2012 (Resigned position in good standing to care for mother in India after she was diagnosed with breast cancer)

Architect – Mobile Software Development (Android)

- Architected and redesigned the retail application on Android platform for Sears and Kmart.
- Responsible for the development of mobile application UI and consulting with UX specialist team to make recommendations to finalize the UX design.
- Implemented dynamic filtering of products to offer narrowed-down search results to consumers in an attempt to increase the conversion rate resulting in revenue increase for the business unit.
- Responsible for high priority bug fixes on Sears and Kmart mobile applications for holiday readiness. Increased positive user ratings of the

Android application on Google Play Store resulting in revenue increase for Seas and Kmart.

Cisco Systems Inc, San Jose, CA

May 2012 - September 2012

Engineer IV – Software Engineering

- Architecture, design of UI\UX and development of Cisco Jabber application on Android platform.
- Ported native C++ library code to Android using Android NDK.
- Implemented a Java Native Interface (JNI) to enable communication between Android application and C++ library

Synchronoss Technologies, Inc. (Sapience Knowledge Systems was acquired by Synchronoss Technologies), Chicago, IL

May 2010 – April 2012

Software Engineer II

- Conceptualized and architected new generation of connection management software, that requires no drivers, and no software to be installed on host machine. This concept was enhanced and extended to Android devices.
- Android development of a Wireless Detection and Network Management application. This application is targeted for US mobile network operators, and it helps detect WiFi networks configured by the user or by the operator even when WiFi radio is off. This reduces over-the-air bandwidth usage.
- Led the development of product suite on Android platform. This involves both Android SDK and Android NDK software development.
- Technical project management and coordination with OEMs for the launch of new product. This includes scheduling, release planning, and answering technical queries\providing sample code.
- Developed WiFi and LTE connection management engine (C\C++)
- Designed and developed a virtual broadband modem\device that serves as a prototype for OEMs manufacturing a real broadband modem (C\C++)
- Led a development team that was located in various parts of the world.
- Involved in design and development of data analytics software to help mobile carriers manage customer churn, and improve their network coverage. (Java, PHP, SmartGWT)

Smith Micro Software Inc, Chicago, IL (Company was dissolved in Chicago and reformed as Sapience Knowledge Systems)

June 2009 – May 2010

Lead Software Engineer - Connectivity and Security Group

- Led the development and project management related activities of WiMAX connectivity client for a key customer (C++\VC++, Win32).
- Involved in development of VPN SDK solution (C++, Win32) that is used by 3rd party application developers.
- Led the integration of connection manager and VPN application to provide a combined connectivity and security solution (C++\Win32).

- Implementing new features, fixing bugs for company's flagship product
- Technical mentoring of new developers – this includes helping new developers with software design and architecture, coding, and debugging practices.

Nokia Inc, San Diego, CA

June 2008 – June 2009

S60 Software Design Engineer (Custom SW)

- Responsible for design and development of AT&T network address book (S60\C++). This address book automatically synchronizes user's contacts and other data with AT&T server.
- Implemented AT&T-specific requirements in Messaging component (S60\C++).
- Fixed several bugs in Music Player component (S60\C++).
- Completed design & architecture studies on AT&T Visual Voicemail solution and Accelerometer support for 3rd party Java developers (C++, JNI).

Smith Micro Software, Inc. (acquired PCTEL Inc), Chicago, IL

October 2005 – June 2008

Software Engineer (Connectivity and Security Group)

- Worked on SIP-based VoIP application for S60 handsets and Windows Mobile handsets. Most of my development work on this project was at application level using C++ as development language.
- Led the development of an application to automatically activate SIM cards on notebooks with embedded 3G cards.
- Technical oversight and code/design review of an overseas development team based in India.
- Designed and implemented a SQL based application, including a web update mechanism. This application is a key component of software suite and helps end user find Wi-Fi hotspots in a given area.
- Developed a skinning engine that is used in company's software products for all the user interface development.
- Developed automatic Wi-Fi connection utility for one of the key customers.
- Extended functionality of translation engine that is used for on the fly localization of software.
- Mentored new/less experienced software developers. This was more of a technical mentoring and involved helping developers with debugging, designing, and coding.

Eagle Test Systems Inc, Buffalo Grove, IL

June 2004 – August 2005

Associate Engineer

- Designed and developed an application to conduct automated diagnosis on various hardware resources.
- Assisted senior software developers with their development work by developing features and fixing bugs that were assigned to them.

- Provided internal software support to application engineers helping them with software development concepts, design & debugging of their applications.
- Reverse-engineered software design documents from existing code base. This design document served as basis for future development.
- Outlined software development process and standards for the company.

Rockwell Software Inc, Milwaukee, WI

April 2003 – May 2004

Intern – Software Test Engineer

- Authored automated test scripts using C#. NET.
- Created test documents\test plans for several core modules.
- Performed requirement analysis and developed functional specifications for one of the major applications.
- Prepared a closed-network test bed for network testing

PERSONAL PROJECTS

- Implemented a proprietary iPhone\iPad application that is used by a patent law firm to calculate their price quotes, cost, and revenue.
- Implemented an instant messaging client and integrated location based services in the IM client. This client uses a GPS device and broadcasts the user's location information to their online contacts. This project was developed in C#. NET and uses Google API for location based services.

EDUCATION

BS - Computer Engineering (with Honors), May 2004

Milwaukee School of Engineering (MSOE), Milwaukee, WI, USA

WORK AUTHORIZATION

US Citizen