




Dhruv Patel

Lead Android Engineer

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Lead Android Engineer with 14+ years of experience building scalable Android applications, leading teams, and delivering performant, user-centric products across global markets. Specialized in Kotlin, Jetpack Compose, adaptive layouts, and Android architecture patterns, with strong experience in hardware integrations, multimedia editing workflows, and technical speaking at developer conferences.

Skills

- Kotlin
- Coroutines/Flow
- Jetpack Compose
- Java
- Material Design
- Adaptive layouts
- ffmpeg
- Hardware integration
- OpenApi
- GraphQL

Experience

FEB 2022 – PRESENT

Lead Android Engineer / IMPACT Commerce, Denmark

- 2 years in Denmark (hybrid), and rest remote from India.
- Drive the enhancement of consumer experience through innovative mobile applications.
- Conducted research on custom Android OS for touch screens and in-store displays.
- Hardware integration - such as, printer, payment terminals.
- Custom Android touch hardware and development on it.
- Collaborate with product managers and designers to define project requirements and ensure alignment.
- Implement best practices for coding, code reviews, and quality assurance.
- Library-based applications.
- UI in jetpack compose.

NOV 2018 – FEB 2022

Sr. Android Developer / PLANOLY, USA

- 3 months in Austin (hybrid), TX and rest remote from India.
- Contributing to the development of a template editor for Instagram (StoriesEdit) and a visual planner (PLANOLY) for Instagram and Pinterest.
- Collaborated with cross-functional teams to define project requirements and ensure seamless integration with existing systems.
- Implemented efficient coding practices and conducted code reviews for quality assurance.
- Optimized application performance, addressing bottlenecks and enhancing user experience.
- Actively participated in agile development methodologies, including sprint planning and daily stand-ups.
- Video manipulations using FFMPEG

- Photo manipulation
- MVP (legacy) and MVVM
- Jetpack libraries including compose.

JUN 2016 – OCT 2018

TECH LEAD | ANDROID ENGINEER / Ashapura Softech Inc, India

- Directing developers with work and helping to achieve the goal.
- Taking sessions for new technology introduced.
- Managed a team of Android developers, fostering collaboration and driving project success.
- Oversaw the development of mobile applications, meeting strict deadlines and adhering to budgetary constraints.
- Led a team of developers in designing and delivering Android applications for various clients.
- Collaborated with stakeholders to define project requirements and ensured timely completion.
- Mentored and coached team members, fostering skill development and promoting a positive work environment.
- Implemented agile development methodologies, resulting in improved project efficiency and on-time delivery.
- Conducted regular project status meetings and provided progress reports to key stakeholders.

FEB 2014 – JUN 2016

TEAM LEAD | SR. ANDROID DEVELOPER / Russmedia Tech, India

- Development: Engaged in designing, developing, testing, supporting, and deploying mobile applications for Android, utilizing the latest technologies and frameworks.
- Automation: Wrote UI AUTOMATOR scripts for Android, enabling efficient and automated testing of user interfaces.
- Communication: Regularly interacted and communicated with product owners to understand their requirements, gather software requirements, and translate them into actionable development plans.
- Teamwork: Collaborated with other team members on multiple projects, providing assistance and support, and driving adherence to project deadlines and client budgets.
- Leadership: Managed a team of Android developers, conducted code reviews, implemented best practices, and ensured high code quality and maintainability. Actively participated in client meetings, providing technical insights and recommendations, and overseeing the successful development of mobile applications.

JAN 2012 – DEC 2013

JR. ANDROID DEVELOPER / Hidden Brains InfoTech, India

- Android Development:
 - Design and develop mobile applications specifically for the Android platform.
- Game Development (Android):
 - Learning and Developing engaging and interactive games for the Android platform.
- iPhone Development:
 - Create and maintain applications for iOS devices, focusing on the iPhone.

OCT 2011 – DEC 2011

JR. ANDROID DEVELOPER / Orane Inc, India

- Engaging in continuous learning and research to enhance knowledge and skills in Android app development.
- Learning to create captivating games and animations specifically for Android applications.

FEB 2011 – MAY 2011

Trainee / DataSoft, India

- 10 intermediate weeks of training in the last semester of Computer Engineering Diploma course.
- Acquired in-depth knowledge of Android development and created an app catering to the needs of visually impaired individuals.

FEB 2010 – MAY 2010

Trainee / Coronation, India

- 10 intermediate weeks of training in the 6th semester of Computer Engineering Diploma course.
- Acquiring skills in using ASP.NET and VB.NET to develop web applications.

Education

JULY 2011

Computer Engineering / Nirma University, Gujarat, India

- Grade: 7.15 / 10

Awards

JAN 2010

Web designing competition / ISTE Student Chapter, Nirma University

- Secured third place in web designing a State level Students' Competition and was awarded for same in events of TechFest 2010 at Nirma University.

Side Project

APRIL 2026

Veloci Hue / KMP, CMP Game for Android and iOS

- Play Store: <https://play.google.com/store/apps/details?id=com.deardhruv.velocihue>
- App Store: Planned to release soon

Speeches

DEC 2025

Jetpack Compose - Game changing features / Surat, India

- A deep dive into the latest Jetpack Compose advancements - Navigation 3, adaptive layouts, performance boosts, and Accessibility at GDG DevFest.

NOV 2025

Android 17 Mandates Adaptive Layouts / Ahmedabad, India

- Adaptive UI architecture using window size classes across phones, foldables, tablets, and desktop-style windows at GDG DevFest.

JUN 2022

What's new in Android / Gandhinagar, India

- An overview of APIs and features introduced in Android 13.

SEP 2019

UI & UX with ease for Mobile / Surat, India

- Presented Handling UI & UX with ease for all Mobile Devices at GDG DevFest.

SEP 2019

UI & UX with ease for Mobile / Rajkot, India

- Presented Handling UI & UX with ease for all Mobile Devices at GDG DevFest.

SEP 2018

Android jetpack – slices / Ahmedabad, India

- An in-depth presentation of the slices and how it works, with a demo at GDG DevFest.

FEB 2018

DialogFlow / Anand, India

- GSSC 2018 Gujarat State Student Convention 2018 – Workshop - Presented Chatbot (dialogflow), live chatbot creation and demo.

FEB 2018

DialogFlow / Rajkot, India

- Presented Chatbot creation.