

# VIGNESH MARIMUTHU

Bangalore, India | [LinkedIn](#) | 9994433314 | [vigneshmarimuthu2302@gmail.com](mailto:vigneshmarimuthu2302@gmail.com)

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*Android developer with 5+ years of experience delivering high-quality mobile applications. Proven expertise in Flutter for cross-platform development, ensuring efficient codebase and seamless user experiences. Demonstrated leadership in guiding teams, fostering collaboration, and driving project success.*

## WORK EXPERIENCE

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### CUMULATIONS TECHNOLOGIES

Senior Android & Flutter Developer

**Bangalore, India**

*Jan '20 - Present*

- Leveraged Flutter's cross-platform capabilities to create applications that run seamlessly on both Android and iOS, reducing development time and costs.
- Coordinated with product, design, and QA teams to streamline app development processes, resulting in a much reduced production time and increase in app stability across platforms.
- Mentored junior developers, fostering a collaborative and knowledge-sharing environment within the team.
- Followed agile development methodologies, ensuring iterative development, continuous feedback, and rapid adaptation to changing requirements.
- Stayed up-to-date with the latest advancements in Android and Flutter technologies, actively participating in online courses, google IO conferences and updates.

### ABSERVETECH PVT LTD

Android Developer

**Madurai, India**

*Sep '18 - Dec '19*

- Developed and maintained a variety of Android applications leveraging both Java and Kotlin, adhering to industry best practices.
- Modernized legacy projects with updates utilizing the latest SDKs.
- Successfully transitioned a key application from Java to Kotlin, implementing a robust MVP architecture.

## SKILLS

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|-------------------------|--|
| <b>Frameworks</b>       | Native Android, Flutter, Next JS           |
| <b>Languages</b>        | Dart, Kotlin, Javascript, Html/CSS         |
| <b>Tools</b>            | Android Studio, Figma, Git                 |
| <b>Data Persistence</b> | SQLite, Firebase, Appwrite                 |
| <b>Others</b>           | Payment Gateway, Social login integrations |

## EDUCATION

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### MPNMJ ENGINEERING COLLEGE

Electronics & Communication Engineering  
First Class: (GPA: 7.1/10)

**Erode, India**

*May 2014 - July 2018*

### SRI SANKARA VIDHYASHRAM

HSC (76%)

**Chennai, India**

*Jun 2012 - Mar 2014*

## NOTABLE PROJECTS

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### VNC CROP MAPPING - *Flutter*

- An cross platform application build for government surveyors to digitize plots information and to map vegetation plots with its respective wonders and crops informations.
- Built with **flutter** and follows **clean architecture** with **BloC** pattern for state management.
- Implemented offline map with the help of **flutter\_map** package to seamlessly load maps when there is no network.
- Used **Hive** for local DB since the application is offline first and depends entirely on offline data to function.
- Lead a team of four to efficiently deliver updates on time.

### BARBEQUE NATION - *Native Android*

- A customer front application for the **Barbeque Nation outlets in India**, which allows users to view barbeque nation outlets nearby their location and reserve a table for dining or deliver food items to their location.
- Optimised and implemented strategies to reduce api calls and improved state management.
- Implemented **MoEngage** tools to fetch customer insights and analytics on user behaviour which can be used for optimized marketing campaigns.
- This project has an user base of around **1.5 million** and around **5,00,000** active users on weekends.
- Structured the project with **MVVM**, and utilizes APIs like **Retrofit**, **Google Maps**, **Firestore**, **MoEngage**, **Razorpay**.
- Published regular updates with bug fixes to keep a stable user experience and maintained a average crash free users above **98%**

### VISCGO VIEW - *Native Android*

- An android app that uses **OpenCV** and **Camera2Api** to detect the viscosity of a given liquid placed inside a cup and observe the gathered information for further processing.
- It also records the process and saves the processed video in local storage.
- Prepares a document of the result during each test and stored in local storage.

### TRAC : USER TYPE DETECTION WITH BLUETOOTH BEACON - *Native Android*

- An android app for a packaging unit in a factory used by employees within the outlet.
- Leveraged **BLE** technology for location detection within a factory, offering a seamless workflow.
- Engineered a seamless user experience by implementing dynamic feature toggling based on beacon data; eliminated the need for user authentication, resulting in a frictionless app experience.
- Built with Kotlin, wrapped with **MVVM** architecture and developed in test driven methods.

### HISTORY NOTES - *Native Android*

- An android app that allows users to add notes with a date, along with tags for each note. This allows the user to see all the notes in chronological order of date and can filter the notes with tags. This will be very useful for users who are required to take notes on historical events or even for users to note down personal events which are date specific.
- This is a personal hobby project which uses **RoomDB** for data storage and access, making the app completely offline for data security. This project is live in PlayStore.