

Ayush Sharma

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Experience

Software Developer, Aveti Learning – Bhubaneswar July 2024 – Present

Aveti Learning App (B2C) (Stack: Kotlin, MVVM, Jetpack Components, Accessibility, Github Actions, DRM) [View](#)

- Developed Aveti Learning App from scratch, now having **over 1 lakh downloads**.
- Implemented **download manager service** using Media3 ExoPlayer, allowing users to bulk download adaptive streams (240p, 480p, 1080p) for offline access.
- Cut server costs by 65% with **ETag-based API caching** (Room DB), handling 1K+ daily API requests with zero downtime.
- Integrated **user choice alternative billing** : Google Play + Razorpay, achieving 99% transaction success
- Implemented accessibility-first design with TalkBack support, enabling visually impaired students to navigate the app independently.
- Designed a **cost-effective DRM alternative**, replacing premium solutions, to ensure affordable content access while achieving up to 95% security.

Aveti Teachers App (B2B) (Stack: Kotlin Multiplatform, Jetpack Compose, DI/Hilt, Github Actions) [View](#)

- Developed a **real-time Edge AI-based attendance system** using ML Kit and TensorFlow Lite.
- Implemented **class room recorder service** that captures audio and streaming chunks in intervals to the server to generate overall summary.

Internship

Software Developer intern, Aveti Learning July 2023 – June 2024

Smart Class App (B2B) (Stack: Java, Scoped Storage, Retrofit, Offline-first) [View](#)

- Solved critical Android 11+ storage issue in Smart Class App using Storage Access Framework (SAF), allowing newer devices to read/write to USB drives.
- Prevented memory-based attacks by integrating libmedia to stream video directly from USB without temporary decryption in memory thus reduced attacks by 50%.
- Engineered an interactive exercise system by integrating the Perseus library via WebView, enabling dynamic content delivery.

Projects

Annotation App (Stack: Java, Service, Canvas)

- Freelance Project for an ed-tech company to teach using flat panels in classroom.
- Built Android annotation app using SYSTEM ALERT WINDOW and WindowManager to draw over any screen, including protected screens, featuring undo-redo, a color picker, and adjustable strokes.

Remote Mouse and Keyboard Control [View](#)

- Created an application for remote control of computer peripherals from a mobile device over a local network, featuring mouse movement, clicking, keyboard input, and screenshot capturing.

Education

Krishna Engineering College (AKTU), B.Tech CSE (CGPA: 7.64) July 2020 – June 2024

Intermediate, CBSE Board (87 Percent) 2020

Achievements

- 1st prize winner in Hackathon by IEEE DTU.
- National Finalist in Government of India-supported 5G/6G Hackathon 2024, ranked Top 19 among 1,450+ teams nationwide at IIIT Hyderabad.

Technical Skills

Android: Kotlin, Java, Jetpack Compose, Media, Play Console, REST APIs, WebSocket, ETag Caching, Firebase

Architecture: MVVM, MVI, Offline-First

Cross-Platform: Kotlin Multiplatform (KMP)

Soft Skills: UX Collaboration, Accessibility Compliance, Problem Solving