Shaun Panjabi

Los Angeles, California 90034

M 949.400.3274

shaunpanjabi@gmail.com
www.shaunlp.com

Profile

Android developer with a strong background in architecting scalable mobile apps. Solid understanding of mobile and software development life cycles, material design, Agile methodologies, and creating a solid user experience. Constantly, adopting new technologies to increase productivity and produce innovative applications.

Experience

Software Engineer, Android, Headspace; Santa Monica, CA – Jul 2016 - Present
One of the key players in complete redesign from scratch of android mobile app. Helped architect core levels of app as well as create countless features used in a/b testing and many eventually shipped to millions of users. Helped lead initiatives like dependency injection, reducing decoupling, enforcing better design patterns (MVP, Repository patterns), pushing for unit test coverage, and a better, faster and more more stable experience for our users.

Software Engineer (Contract), Lootsie; Los Angeles, CA – Nov 2017 - Jan 2018
Sole developer on SDK for other businesses to interact with api backend for mobile-first customer loyalty service.

Software Engineer in Test, Medtronic; Irvine, CA – Apr 2014 - Jul 2016
Technical lead of automated test framework which utilizes BLE, RPC, RS232, and RF protocols to perform black box automated testing on mobile applications. Build framework to allow for full automation on both Android and iOS applications and allow for fully automated black box testing on mobile applications.

Education

University of California, Irvine – Bachelors in Electrical Engineering, March 2014

Skills

Android Studio, Java, Python, Git, Design Patterns, Retrofit, RxJava, Gson, Glide, Dagger 2, MatLAB, JSON, Flutter, React Native

Projects

Automation - Full System
Full system to automate home lamps via any internet connected device. Utilizes a Raspberry Pi connected to a 433 MHz RF transmitter. The Raspberry Pi runs a Node JS server and there is also an Android client which communicates to the server to toggle the lights.

Routes
Mobile android application bundled with server side python application. Enter in two locations and track the amount of time it takes to get from one location to another and find the best time to leave. Traffic data is stored on the server and fetched by the mobile app which is then displayed on an easy to read graph.

Pong

Recreating classic arcade game Pong on Android from scratch. Created a game engine to render 2d graphics at 60 fps. Built in AI option to play against computer with different levels of difficulty. Support across multiple screen sizes and engaging gameplay mechanics to provide an immersive experience.