

# Harsh Shandilya

Android and Kotlin engineer

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I bring 5+ years of active work on Android apps and libraries of all sizes varying from basic CRUD apps to complex platform-level theming engines. I have experience working with teams of small to medium sizes and love having flexibility in my scope of work to pursue things like developer productivity, automation and release engineering.

## Work Experience

### Obvious Ventures Private Limited

Product Engineer

(October 31, 2021 - November 10, 2022)

At Obvious I worked with clients like Swiggy and Slice to build their Android design systems from scratch, onboarding teams to both adopting the design system as well as working on it themselves. The projects involved building custom components from scratch, setting up exhaustive catalog apps to exercise their various configurations as well as release engineering to support continuous deployment that allowed fixes and new components to reach the teams faster and reliably.

🔗 <https://obvious.in>

### Navana Tech India Private Limited.

Android Engineer

(February 29, 2020 - December 30, 2020)

I worked on building the client-facing SDKs for Navana's chatbot product. I was responsible for championing the move to server-driven, declarative UIs to simplify supporting the myriad of different language-specific configurations the SDK was expected to handle.

🔗 <https://navana.ai>

### Projekt Development LLC

Android Engineer

(July 04, 2017 - August 11, 2019)

I was hired by Projekt to support my OSS work on their flagship product substratum which I eventually grew to become the lead maintainer of, handling the project roadmap, release engineering, and customer and developer support. I was also an active development contributor in Projekt's other products like Hyperion, and Andromeda as they were being developed.

🔗 <https://prjkt.io/>

## Skills

### Kotlin and Java

Years of practical experience and expert level knowledge

### Rust

Comfortable contributing in small to medium sized projects

### Gradle

Fairly in-depth understanding of how to manage and optimize builds

### Nix

Able to set up hermetic development environments with Nix but have not achieved full mastery yet

## Projects

### Android Password Store

Android client for pass, the standard UNIX password manager

(October 10, 2018 - Present)

I discovered APS through a personal need and quickly realized that it lacked active maintenance. Since I took over maintenance of this project, I have personally championed massive user-facing and developer-oriented improvements rewriting the app in Kotlin, modularizing the codebase, introduce unit tests for complex features, revamping the UI to match Material guidelines, introducing features like Autofill and as of late, migrating the app to a better maintained PGP library for improved UX and security.

🔗 <https://github.com/android-password-store/Android-Password-Store>

### Claw

Android client for the lobste.rs link aggregation community

(August 21, 2020 - Present)

Claw started life as a read-only client for the lobste.rs link aggregation community and served as an on-ramp for Jetpack Compose and Kotlin Multiplatform. Teething problems with Compose Multiplatform forced me to rebuild it as an Android-only app which it has remained since then and continues to be a test bed for new libraries, automation and architecture patterns.

🔗 <https://msfjarvis.dev/g/compose-lobsters>

### Rust tools

Variety of small tools built in Rust to simplify day to day tasks

While learning Rust I used it to build out a variety of tools that scratch very specific itches. I wrote adx to quickly find available versions of AndroidX libraries which was relevant to my Android needs, and twt allows me archive media from interesting Twitter accounts.

🔗 <https://github.com/msfjarvis?tab=repositories&language=rust>