

Kevin Issac

Mobile Software Engineer

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Mobile Software Engineer with 3+ years of professional Android development experience and hands-on iOS application development through personal projects. Strong expertise in Android-iOS Development, Kotlin, Swift, Jetpack Compose, UIKit, SwiftUI, MVVM architecture, REST API integration, and performance optimization. Experienced in building cloud backed mobile applications using AWS, Google Cloud and Firebase. Continuously exploring new technologies and applying them in real-world implementations. Also experienced in web and backend development, enabling full-stack collaboration across platforms.

Skills

Programming/Markup Languages	Swift, Java, Javascript, Typescript, Python, Kotlin, Visual Basic, C#, HTML, CSS, SQL
Framework/Libraries	SwiftUI, UIKit, Jetpack Compose, Electron.js, Next.js, Node.js, Firebase, Express.js, Tailwind CSS, JavaFX, SvelteKit, Tauri
Database Technologies	MariaDB, MySQL, MongoDB, Firebase Firestore, SQLite, PostgreSQL
Cloud Platforms	Amazon Web Service (AWS), Google Cloud
Operating Systems	MacOS, Windows, Linux
Development Tools/Softwares	Xcode, Android Studio, VSCode, Visual Studio, Swift Package Manager (SPM), MySQL Workbench, Postman, TablePlus, DBBrowser, FileZilla, Figma, Sketch, Git, Github, Terminal, Homebrew, Node Package Manager (NPM)
Others	JSON, XML, Lottie, Project Management, Server Driven User Interface (SDUI)
Certifications	Microsoft Certified Azure Fundamentals

Professional Experience

AI First Mobile Engineer Intern GenDigital (Norton), Dublin, Ireland	June 2026 - Present Internship
Team Member 2T Technology, Kilbarack, Dublin, Ireland Contributing to the development of a GSM intercom product, with responsibilities spanning PCB programming, functional testing, and final product packaging.	April 2025 - June 2026 Part Time
Software Engineer - L2 Feathersoft Info Solutions Private Limited, Ernakulam, Kerala, India - Developed and maintained enterprise-scale Android applications for a leading agricultural technology provider, resembling spreadsheet like application, enabling users to input detailed crop seed information for individual plots. - Integrated RESTful APIs and optimized network performance and implemented Hilt dependency injection for modular architecture. - Integrated a Speech Recognition feature into the existing application, enriching user experience and functionality, allowing users to navigate between cells and input data through speech. Addressed challenges stemming from Android system limitations, such as compatibility issues, by devising and implementing custom logic solutions. - Resolved lifecycle and compatibility issues across Android versions and collaborated in Agile release cycles. - Participated in build, versioning, and release workflows within CI based deployment processes.	June 2023 - July 2024 Full Time
Android Developer Faircode Technologies Private Limited, Ernakulam, Kerala, India - Contributed to large-scale School Management System Android application. - Engineered an Online Learning Platform from scratch to cater remote education needs for a prominent organization. Integrated Zoom and Webex SDK for live sessions, integrated SCORM and Epub to ensure diverse and adaptable content delivery methods.	April 2021 - May 2023 Full Time

- Integrated 3rd Party Payment Gateway to streamline financial transactions within applications.
- Contributed to development of android application for ERPNext.

Education

- Feb 2025 – May 2026 Master of Science (M.Sc) – Computing**
Griffith College, Dublin, Ireland
Percentage: 68%
- July 2021 – May 2023 Master of Technology (M.Tech) – Computer Science and Engineering**
Karunya Institute of Technology and Sciences, Coimbatore, India
Cumulative Grade Point Average (CGPA): 8.24
- July 2017 – May 2021 Bachelor of Technology (B.Tech) – Computer Science and Engineering**
Karunya Institute of Technology and Sciences, Coimbatore, India
Cumulative Grade Point Average (CGPA): 7.78

Publication

A Deep Learning Approach for Recognizing Malayalam Sign Language Gestures – IEEE
2023 7th International Conference on Intelligent Computing and Control Systems (ICICCS), Madurai, India
DOE : 10.1109/ICICCS56967.2023.10142388

Personal Projects

Testament Bible – Bible Reading App

- Developed native iOS (Swift, UIKit) and Android (Java, Kotlin, XML, Compose) apps delivering text, audio, and video content.
- Implemented HLS streaming using AVPlayer & ExoPlayer with AWS S3 + CloudFront for scalable media delivery.
- Built WebView–native bridge for unified cross-platform content rendering.
- Extended C# data processing tool to convert USFM content into mobile-ready formats and explored Server–Driven UI architecture.

Technologies Used

- **Frontend:** Swift (UIKit) for iOS, Java, Kotlin (Compose) for Android
- **Backend:** Node.js for API development, Python for web crawlers
- **Database:** PostgreSQL, SQLite
- **Web Server:** NGINX
- **Cloud Platform:** Amazon Web Service, Google Cloud
- **Analytics:** Firebase Crashlytics

DomainLog – Domain Tracker

DomainLog is a comprehensive solution for managing domain portfolios across various registrars into one convenient platform. It uses intuitive UI/UX designs that prioritize simplicity and ease of use. Developed for iOS using SwiftUI, with future plans for Android and web platforms, this project showcases the commitment to delivering accessible and user-friendly solutions.

Technologies Used

- **Frontend:** Swift (SwiftUI) for iOS
- **Backend:** Node.js for API development
- **Database:** SwiftData

Piper – Mastodon Client

Developed a native iOS Mastodon client using Swift and SwiftUI. Integrated Mastodon REST APIs for timelines, posts, authentication, and user interactions. Implemented OAuth-based login and secure token handling. Applied MVVM architecture with asynchronous networking and JSON parsing.

Technologies Used

- **Frontend:** Swift (SwiftUI)
- **Database:** CoreData