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Background Summary

- Over **7 years of experience** in analyzing, designing, developing, and integrating software applications.
- My expertise lies in iOS app development, with a focus on serving users worldwide for the past 7 years.
- Expert in parallel development, leveraging modular architecture to support scalability and collaboration across features.
- Skilled in architecting and migrating legacy Objective-C code to Swift and **SwiftUI-based** modern codebases.
- Proficient in various testing methodologies, **including Test-Driven Development (TDD)**, instrumentation testin.
- Experience in integrating with **RESTful and GraphQL-based services** using URLSession, Alamofire, and Apollo.
- Actively participated in **end-to-end feature discussions**, collaborating with Product, Design, and Backend teams.
- Knowledge of using Apple's **CoreML and Vision frameworks** for on-device ML model execution.
- Well-versed in **CI/CD** using CircleCI and Fastlane for release automation and quality assurance.
- Hands-on with **Agile and Scrum practices**, including backlog grooming, sprint planning, and retrospectives.

Work Experience

Peapod Digital Labs, Senior iOS Application Developer
Project: Grocery Retail (Cart and checkout features)

June 2023 – Current
Chicago, Illinois

Description: Part of the core iOS team responsible for developing and maintaining the Cart and Checkout flows for a large-scale grocery application. My contributions include ownership of the Substitution feature, which handles logic and UI for replacing unavailable items. Worked with SwiftUI and Combine to develop dynamic, reusable components. Participated in architectural planning and cross-functional collaboration for building scalable

features. Documented design flows and module diagrams in Confluence, reviewed peer code, and supported releases through CI/CD.

Environment: XCODE 14+, Swift, Swift UI, Combine, Github, JIRA, Slack, GraphQL

Capgemini, Senior iOS Application Developer
Project: Agricultural monitoring application

April 2022 – March
India

Description: Worked on an iOS application used by field agents for real-time plant monitoring. Spearheaded the implementation of the “Standcount” feature using CoreML and VisionKit, allowing users to take plant images and estimate plant counts on-device. Led design and development of the feature as an independent module integrated into the main app. Collaborated in sprint planning, architectural meetings, and contributed documentation to Confluence. Also worked on data persistence using Realm for offline support and wrote unit tests to ensure high test coverage.

Environment: Mac OS X 12.0.1, XCODE 13.3.1+, Swift, Git, Github, JIRA, CI/CD pipelines, Circle CI, Slack, Confluence

Fastcollab, iOS Application Developer
March 2022
Project: Enterprise collaboration app

February 2020 –
India

Description: Contributed to the development of a B2B collaboration tool by implementing features in Swift and managing API integration via Alamofire. Developed the application using MVC architecture and Cocoapods for dependency management. Involved in reducing critical bugs through rigorous refactoring and testing. Led efforts to integrate CI/CD with CircleCI for continuous builds and automated releases. Played a key role in improving code quality and preparing jazzy documentation for internal developer onboarding.

Environment: Mac OS X 10.X, XCODE, Swift, Git

Panterra Networks, iOS Application Developer
Project: Unified Communications App

July 2018 – November 2019
India

Description: Developed features and resolved performance bottlenecks for a chat and VoIP app. Improved app launch time by optimizing DispatchQueue usage and storyboard initialization. Worked with SQLite for local message storage and integrated CallKit for incoming VoIP calls. Handled media transmission via WebSockets and implemented Push

Notifications. Actively involved in sprint demos and collaborated with QA and backend teams for integration testing and production rollout.

Environment: Mac OS X, XCODE 10+, IOS 10+, Objective-C, Call kit, Sockets, SQLite.

Northwest Missouri State University
Project: Teaching Swift Programming

January 2015 – May 2015

Description: As a Graduate Teaching Assistant, conducted one-on-one tutoring and instructional sessions on Swift programming. Covered topics such as UIKit, Core Data, Storyboards, MapKit, Delegates, and Closures. Assisted in designing course materials and provided technical mentoring in lab sessions. Balanced academic and teaching workload while supporting students' Swift project assignments.

Environment: : Xcode, IOS 8, Swift, Storyboard, iPhone/iPad Simulator, Cocoa Touch, Core Data, Core Location, Map Kit

Educational Background

Master's Degree in Computer science from **Northwest Missouri State University, USA** in 2015.

Bachelor's Degree in **Electronics and Communication Engineering** from JNTU University in 2013.