

# AMIT SAMANT

iOS Developer

## CONTACT

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### EMAIL

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## EDUCATION

Computer Science  
Engineering, Rajiv Gandhi  
Technical University, Indore

**7.03 CGPA**

Jul 2016 - Mar 2020

Higher Secondary Education

**R. K. Daga Maheshwari  
Academy**

Jul 2018

Senior Secondary Education

**R. K. Daga Maheshwari Academy**  
Jul 2014

## COURSES

iOS Development  
Bootcamp, CodeBetter

Jun 2018 - Aug 2018

C/C++ & Java bootcamp,  
Online School of  
Programming

Jan 2016 - Sep 2016

## PROFILE

Passionate iOS Developer, creating aesthetically pleasing, clean, highly functional, scalable, and optimized applications. My current experience has mostly been in various startups where I've built applications from scratch trying to use the best coding practices, architectures, patterns.

Throughout my journey I developed an interest in the iOS Dev community, which motivated me to create libraries like [SlideUpPanel](#) and [ElegantAPI](#), sharing development content, and giving talks about new learnings at community meetups.

## ACHIVEMENTS & SPEAKING

**WWDC20 Swift Student Challenge Winner, Apple**  
Jun 2020

Recognized by Apple as one of the top 350 student iOS developers globally. based on a my submission Swift Playground "**Tour of SwiftUI**". Check my submission at: <https://tiny.cc/WWDC2020>

**Speaker - ARKit at Swift india Confrence**  
Jul 2019

Gave talk on creating experiences with **ARKit** at local city swift meetup. Checkout my session at: <http://tiny.cc/WWDC2020>

## WORK HISTORY

**Product Engineer (iOS), Loyalty Juggernaut**  
Aug 2020 - Present

Hyderabad

- Developed **MUSE** iOS app from scratch, while using **MVVM - C** as an architectural pattern,
- Created CI/CD pipeline with **Fastlane** and **git-flow** on **CircleCI** to decrease release times,
- Improved readability and API of network requests in GravySDK swift package leveraging, swift's result type, and generic models classes for JSON responses coming from Gravy server.

## SKILLS

Swift, SwiftUI, Combine

ARKit, SceneKit

SDK(Cocoapods & SPM)

Architectural Pattern,  
Design Pattern

Core Animation, Core  
Graphics

Git

Adaptive Layout

## LINKS

[amitdev.codes](https://amitdev.codes)

[twitter.com/amitsamant\\_dev](https://twitter.com/amitsamant_dev)

[linkedin.com/in/amitsamant-dev/](https://linkedin.com/in/amitsamant-dev/)

[github.com/DominatorVbN](https://github.com/DominatorVbN)

[Stack Overflow](#)

[hackerrank.com/amitsamant\\_dev](https://hackerrank.com/amitsamant_dev)

## HOBBIES

Attending tech meetups

Travelling

Watching Animes

Photography

## INTERNSHIPS

### Software Engineer Intern, SBNRI

Remote

May 2020 - Aug 2020

- Developed SBNRI iOS app from scratch, implemented using MVVM-C and Enum-based view controller state refresh,
- Created open **ElegantAPI**, an networking swift package, on top of Foundation's URLSession class,
- Built Server Driven UI using UICompositinalLayout for the news feed module of the app.

### iOS Developer Trainee, EngineerBabu

Indore

Jul 2019 - Mar 2020

- Developed **365Live** and **365 Partner** iOS App from scratch to initial release,
- Designed and developed vendor payment using **stripe**,
- Developed open-source cocoa pod **SlideUpPanel** used in 365Live.

### iOS Developer Intern, MMF Infotech

Indore

Jan 2019 - May 2020

- Developed **CFSS** iOS App from scratch to release,
- Developed **ARMenu**, and POC app to which shows user **AR** preview of their dishes,
- Developed **Helpmaster** a voice-enabled feedback form app, leveraging **Dialog flow** API for Speech segmentation.

### IOS Developer Trainee, Natraj Infotech

Indore

Aug 2018 - Dec 2018

- Build a feedback gathering app "**Kashish**" from scratch to launch,
- Optimized the layout for all screen sizes including, iPad using Size classes.