

PROFESSIONAL SUMMARY

Highly skilled iOS Developer with 7.5 years of experience in designing, developing, and deploying applications for iPhone and iPad platforms. Proficient in Swift, SwiftUI, and both UIKit and modern declarative UI paradigms.

Demonstrated ability to deliver high-quality, user-centric applications across various domains, with strong knowledge of SDLC, UI/UX best practices, and adaptive layout techniques.

Proven track record in building and maintaining App Extensions, including Custom Keyboards, iMessage, and Widgets, as well as implementing complex features such as real-time media processing, CoreML integration, and reactive UI flows using Combine.

Experienced in Agile development environments, actively contributing to daily stand-ups, sprint planning, and retrospectives. Adept at using Jira and Confluence for collaboration and task tracking.

Committed to continuous learning and staying current with evolving iOS technologies, industry trends, and development best practices.

TECHNICAL SKILLS

Languages & Tools: Swift, Xcode, Git, GitHub, GitHub Desktop, SourceTree, CocoaPods, Swift Package Manager, Google Colab, Jupyter Notebook, GitHub Copilot, Jira, Jenkins, Fastlane.

Frameworks: UIKit, SwiftUI, Combine, Metal, CoreML, Vision, WidgetKit, CoreData, CoreLocation, CoreAnimation, Foundation, AVFoundation, ReplayKit, MultipeerConnectivity.

Architecture & Design Patterns: MVC, MVVM, Clean Architecture, Coordinator Pattern, Singleton, Factory Method, Adapter Pattern, Observer, Delegation.

App Extensions: Custom Keyboard Extension, iMessage Extension, WidgetExtension.

Project Management & Tools: Agile Methodology, Jira, Confluence, Git, GitHub, SourceTree, GitHub Desktop

DEVELOPMENT EXPERTISE

- Custom UI/UX Development with SwiftUI, UIKit, and adaptive responsive design.
- RESTful API Integration & JSON handling
- Real-time video and image processing
- App Extensions development including Custom Keyboard, iMessage, and Widget Extensions.
- Third-party libraries Integration using CocoaPods, Swift Package Manager
- Version control systems like Git and GUI tools like GitHub, SourceTree, GitHub Desktop.
- CI/CD Integration (Jenkins, Fastlane)
- Reactive Programming using Combine for state management and data-driven UI updates.
- CoreML & Vision Integration for on-device machine learning and computer vision tasks.
- Agile development practices with Jira, Scrum ceremonies, and Confluence documentation.
- Extensive R&D capabilities, problem-solving, and debugging for complex iOS app features.
- Cross-functional collaboration with other teams to deliver timely, user-focused solutions.

WORK EXPERIENCE

- Working as Senior Software Eng, with Mphasis from June 2024 - till present.
- Worked as Sr. Software Developer with Mobile Programming from May 2022 – June 2024
- Worked as Sr. iOS Developer with iApp Technologies from Sept 2019 – April 2022
- Worked as Junior iOS Developer with Techwin Labs LLP from April 2018 - May 2019

JOB DUTIES

- Design, develop, and maintain robust iOS applications using Swift and SwiftUI, ensuring seamless user experiences across iPhone and iPad.
- Analyze, debug, and optimize code for performance and memory efficiency, ensuring high-quality and scalable app architecture.
- Evaluate the impact of code changes across modules and perform thorough testing to avoid regressions and unintended side effects.
- Develop and integrate interactive features for mobile applications, including real-time animations, media handling, and gesture-based interactions.
- Collaborate with cross-functional teams—including designers, QA, and project managers—to ensure timely delivery of user-focused features.
- Build and maintain custom Keyboard Extensions, iMessage apps, and Widget Extensions tailored to diverse user needs.
- Integrate third-party libraries and SDKs using CocoaPods and Swift Package Manager for extended functionality.
- Implement and test machine learning models using CoreML and Vision frameworks for intelligent, on-device features.
- Automate build, testing, and deployment workflows using CI/CD tools such as Jenkins, and Fastlane.
- Create and maintain technical documentation for new and existing codebases to support development, debugging, and onboarding.

PROJECTS UNDERTAKEN

Project: 1

Wells Fargo Vantage

Platform: iOS

Team Size: 10

Technology used: Xcode, SwiftUI

Description: This Wells Fargo Vantage app makes it easy for users to access their accounts, deposit checks, transfer money, and complete critical tasks.

AppLink: [Wells Fargo Vantage](#)

Project: 2

Video Editor - Movie Maker Pro

Platform: Universal Application

Team Size: 4

Technology used: Xcode, Swift

Description: This application is based on providing an editor to users to edit/process videos from gallery or camera. Using this application users can add multiple filters on video/image, add stickers/text on those videos, merge multiple videos. It has many modules like:- Video Editor, YouTube Reaction, Camera Reaction, Screen Recording, Photo Editor, Photo/Video Slideshows, Video Compress, Adjust speed, Green Screen.

AppLink: [Video Editor](#)

Project: 3**Fonts keyboard Font Maker app****Platform: Universal Application****Team Size: 1****Technology used: Xcode, Swift, SwiftUI**

Description: This application is basically a custom keyboard providing different kinds of fonts to use in any of the applications on iPhone and iPad.

AppLink: [Font Keyboard](#)

Project: 4**Icon changer Aesthetic App****Platform: Universal Application****Team Size: 1****Technology used: Xcode, Swift, SwiftUI**

Description: This application enables users to change app icons and app names on iPhones and iPads. And also can add different kinds of widgets on the home screen. Users can download wallpapers from the app and can design iPhone and iPad in a better way.

AppLink: [Icon Changer](#)

Project: 5**Color Widgets****Platform: Universal Application****Team Size: 2****Technology used: Xcode, Swift, SwiftUI**

Description: This application is basically a clone of the Icon Changer app with different content in this. It has a large number of Widgets with different styles. Users can add different styles for DigitalClock widgets, Health Widgets, WeatherWidgets, and Normal Style Widgets. Battery Level Widgets.

AppLink: [Color Widgets](#)

Project: 6**Share Life****Platform: iOS****Team Size: 4****Technology used: Xcode, Swift, SwiftUI**

Description: This is an enterprise application for iPads only. It is basically for giving presentations and booking at-need and pre-need cremation services. And also offer some insurance for providing facilities, and users can choose the Jewellery, Ornaments, Stones, Burial containers and lots of other products for their cremation.

Project: 7**UVDI-360****Platform: iOS****Team Size: 1****Technology used: Xcode, Swift**

Description: This application helps control and monitor the cycle of the UVDI-360 Room Sanitizer system. The iOS device is used as the central device & UVDI-360 device as a peripheral. We can command the peripheral start the cleaning cycle, stop cycle, and upload cycle info to cloud using the BLE technology from iOS device.

AppLink: [UVDI-360](#)

Project: 8

LADOT Cityride

Platform: iOS

Team Size: 1

Technology used: Xcode, Swift

Description: This application will allow registered Seniors and Disabled participants to make subsidy payments to their Cityride account. The App gives active participants the flexibility to make quarterly purchases to their account immediately and allows participants to use their fare value on City transportation services such as taxis and/or Cityride paratransit buses.

AppLink: [LADOT Cityride](#)

EDUCATION

Guru Gobind Singh College of Eng. & Tech. Talwandi Sabo, Bathinda

Computer Science Engineering

2010 - 2014

Govt. Sr. Sec. School, Doda

+2, Non-Medical

2009 - 2010

Govt. Sr. Sec. School, Mallan

10th

2007 – 2008