

iOS Application Projects

-Navneeth Ramprasad

Below are some of my mobile application projects undertaken during university and internships at industries.

1. iOS Developer Intern at KidGenius, LLC, San Francisco, California

- Interned with the Core Engineering Team in building a consumer-facing mobile application on iOS platform with interoperability between Objective-C and Swift programming languages.
- Developed a Fitness application for iOS called Fitovate. This unique application allows users to find Fitness trainers, Yoga instructors, Pilates trainers and Sport specific trainers within a radius of 25 miles using the MapKit on iOS. It is a social media platform where users can interact with trainers and fellow users.
- Implemented cloud messaging facility using LayerKit and AtlasKit frameworks. The users can create groups and share audio, video and photos.
- **Technologies used:** Xcode, Objective-C, Cocoa Pods, AFNetworking, LayerKit, MapKit, CoreLocation, CoreGraphics, JSON, AWS and REST APIs
- Below are some of the screenshots of the app:



Carrier 12:18 AM

×

login

username

password

Login

Carrier 12:19 AM

×

Register

Find a Trainer Get More Clients



email address

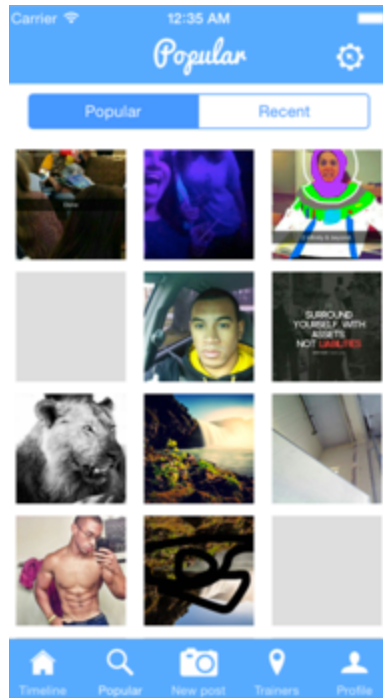
password

retype password

username

full name

Register



2. Mobile Application Developer Intern at Symantec Corporation, Mountain View, California

- Designed and Developed an Indoor Positioning iOS application from scratch using Swift 2.0, IndoorAtlas API, GoogleMaps API and CoreLocation.
- The key features of this application are listed below:
- **Indoor Positioning:** The indoor positioning feature is implemented with IndoorAtlas API, which uses the magnetometer on the iOS device to sense the indoor magnetic field and match the data to an indoor position where the magnetic field has been pre-recorded.
- **Outdoor Positioning:** The outdoor positioning feature is provide by Apple's CoreLocation framework which uses the GPS and cellular chips on the iOS device to triangulate conventional position which is accurate enough when used outdoor.
- **Position Visualization:** The position visualization feature is implemented with the widely used Google Maps API. The indoor maps, a.k.a. floorplan images, are implemented as GMSGroudOverlay objects that are drawn on top of the Google map.
- **Technologies used:** Swift2.0, CoreLocation, IndoorAtlas, Position Visualization, Magnetic Geo-Positioning, Sketch 3.0 for designing and GoogleMaps iOS SDK.
- Below are some of the screenshots of the application:



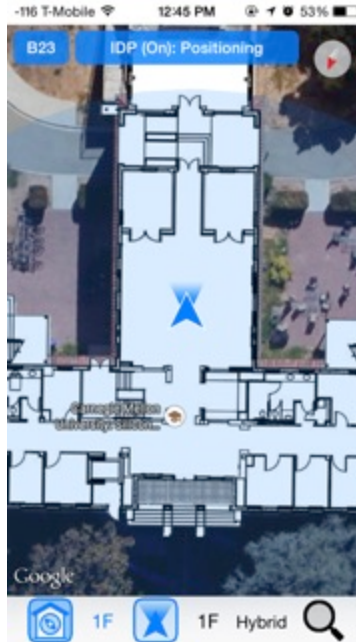
Current building indicator
Shows user's current building.

Indoor/outdoor toggling button
: Indoor positioning off
: Indoor positioning on

Current floor number button
Selects the floor to position with.

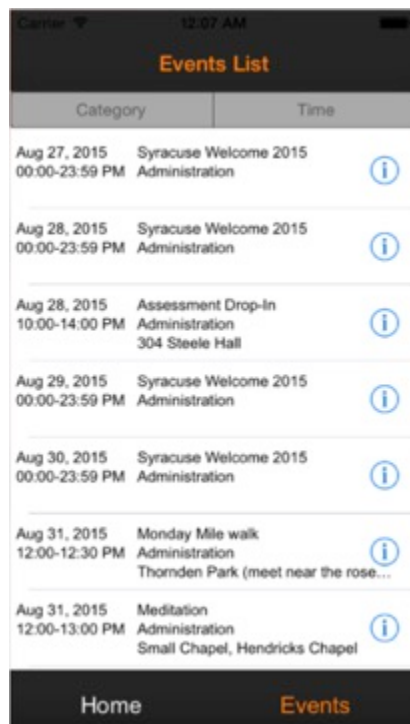
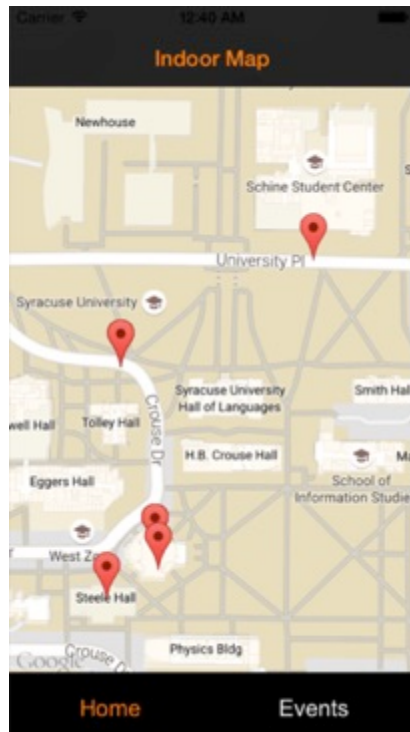
View floor number button
View any interested floor.

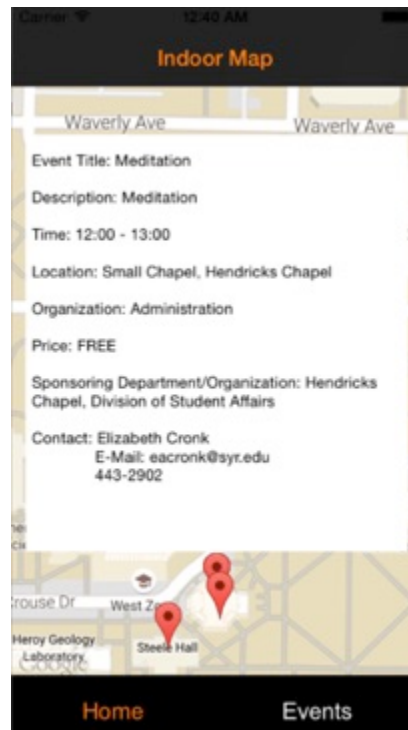




3. Graduate Research Assistant at Syracuse University, Syracuse, New York

- Research and development on an event based iOS application using Objective-C for the students of Syracuse University.
- This application allows users to search events by keywords, categories, and dates.
- It also allows users to review event details and locate events on the map, users are able to add favorite events and make event reminders.
- **Technologies used:** Objective-C, CoreLocation, GoogleMaps iOS SDK.
- Below are some of the screenshots of the application:





4. Academic Projects

a) DriftChat Messaging iOS application

- DriftChat is the next logical leap in social messaging with the potential to fundamentally change how we engage in social networking itself.
- **Technologies used:** Objective-C, LayerKit, Parse BaaS.
- Below are some of the screenshots of the application:



Groups

This place seems awfully empty!
DriftChat is a lot more fun with
your friends in here!

Let's get you started with your
first group, shall we?



Groups



Me

Groups

Edit



My Learning Team

Vin: How many asses did you kick today?



My Loves!

Chuck: Roundhouses are tricky!



Groups



Me

< Groups Learning Team ⚡ 🔊

You are just one – we
will kick your ass. STFU.



Delivered

I am The One!

Damnit!

Today 9:13 AM

I'm so tired from all the
ass kicking today!



Delivered

How many asses did you
kick today?



Message



< Groups Learning Team ⚡ 🔊

Drifts

"Learning Team" surely isn't so
boring that you can't think of a
topic to chat about, is it?!

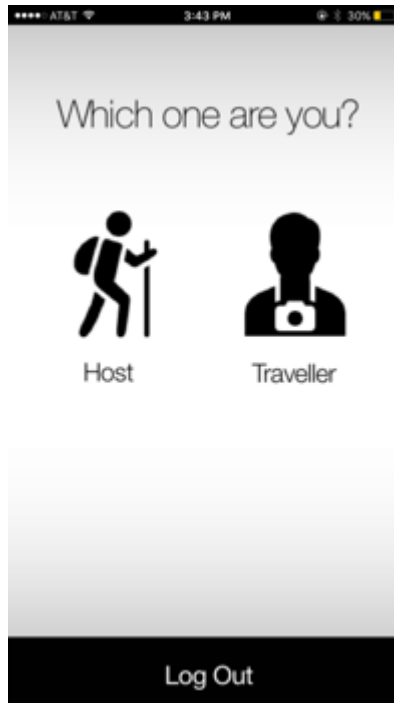
So, go on start a new drift just like
you started this group!
Its fun...we promise!



b) SmartGuide iOS application

- A platform that enables people to get the most out of the places they visit, with the help of locals who create experiences for our users.
 - Experiences are personalized and curated in order to give our users a unique view of the places they visit.
 - “Experiences” are uniquely curated activities that our users can take part of when traveling.
 - We want to break the old paradigm that people get stuck in while visiting a new place, rather than doing the top ten things on tripAdvisor or sticking to your tourist guidebook, we want to offer unlimited and unique activities to engage in.
 - Experiences are created by our hosts but curated and vetted internally by our experience managers, in order to ensure that our users get the most out of their destinations.
- **Technologies used:** Swift 2.0, GoogleMaps, Sketch Rapid Prototyping
 - Below are some of the screenshots of the application:



A mobile app screen titled 'Traveller Profile' with a 'Back' button and a settings gear icon. The text 'Welcome to SmartGuide! Complete your profile to find your best host.' is displayed. The form contains several input fields: 'Where do you wanna go?' with a placeholder 'Destination City', 'From:' and 'To:' date pickers with 'MM-DD-YY' placeholders, 'Select your category:' with a dropdown showing 'Hiking', 'Price Range:' with two currency input fields, and 'Number of participants:' with a placeholder 'Enter a number'. A large black 'Search' button is at the bottom.

