



GURINDER SINGH

Software Developer 📍 MOUNTAIN VIEW, 94040, UNITED STATES | 7183091808

○ DETAILS ○

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○ LINKS ○

[LinkedIn -](#)

<https://linkedin.com/in/gurinder-singh-a30a1a48/>

[BeeBack - www.BeeBack.io](http://www.BeeBack.io)

[EyePop - www.EyePop.io](http://www.EyePop.io)

👤 PROFILE

I am a results-oriented software developer with 6 years of professional experience. I love the whole software development lifecycle process from conceptualizing, sprinting, testing, and everything-in-between. I started programming when I was 13, then started professionally after high school. Outside of work, I am an avid hackathoner! I've been to 15 hackathons, 5 of which have been international, and have won first place twice. I am eager to keep learning and challenge myself with emerging technologies, and amazing people.

📁 EMPLOYMENT HISTORY

○ iOS Developer/Consultant at Google Stadia, Mountain View, CA

July 2019 – Present

Currently Working on Google Stadia for mobile platforms. Mainly working in Flutter/Dart, leveraging my iOS domain expertise for native iOS plugins, troubleshooting and debugging crash reports.

www.Stadia.com

○ iOS Developer/Consultant at Morgan Stanley, Greater New York City Area

April 2018 – July 2019

Worked on the Hybrid (Cordova + Native) Banking and Wealth Management apps for iOS (iPad + iPhone).

- Some neat features that I've worked on are: **check-deposit, biometric authentication, certificate-pinning, jailbreak detection, and push authentication.**

- Before joining, the codebase was about 98% Objective-C, now it is about **80% Objective-C / 20% Swift**, which makes the code more readable, expressive, and safe.

- Also, I learned a lot about **Angular** and **Cordova**!

○ Mobile Developer / R&D at Parabit Systems, Freeport, New York

October 2017 – March 2018

Worked on R&D for various iOS, Android, Cloud, and Blockchain applications. I worked with another developer who was handling the Android, and most of the cloud (AWS) side, and several firmware engineers whom worked on the hardware. I gained a lot of exposure to Bluetooth technology and working with cool hardware (**Nordic Semiconductor Chipsets**, and **Google Eddystone Beacons**)

- Created an internal tool (app) for technicians that uses **Bluetooth Low Energy** on MMR hardware to adjust different settings, and apply **wireless firmware upgrades (DFU)**. I build the app from scratch using Swift following an MVC-N (with class separation by functionality). We used AWS Serverless with NodeJS/Lambda and DynamoDB for the backend, and RabbitMQ for messaging.

○ Mobile Developer / R&D at Gedeon GRC, Syosset, New York

January 2017 – October 2017

I was the first software engineer in an engineering firm of 70 engineers (Civil, Structural, Sustainability, etc) My role was to do R&D for mobile apps, virtual reality, internet of things, drone technology, etc.

- Wayaj: Wayaj is the first travel app designed to explore and book sustainable and socially responsible vacations across the world. I build the app from scratch using Swift following an MVC-N design pattern for the iOS app. I used AWS Serverless with NodeJS/Lambda and DynamoDB for the backend. The app is currently available in the app store: www.Wayaj.com

iOS Developer/Consultant at Citi, Long Island City, New York

March 2016 – June 2016

Built and maintained new features for the Citi Mobile Banking App. The project was the Citi Gold experience; for higher-end customers whom enjoyed richer features and a more personalized interface. Total size of team was 30 engineers between the iOS, micro- services, and other consultants.

- Used Swift with existing Citi libraries to create a new interface/experience for Citi Gold customers with features like **concierge**, **travel and booking resources**, **emergency help**, and **convenient contacts** to their financial advisors, and relationship managers. We implemented customized version of MVC for the app, and a RESTful API using IBM Bluemix for the backend. <https://itunes.apple.com/us/app/citi-mobile/id301724680?mt=8>

Independent & Contract Development, Greater New York City Area

March 2014 – December 2016

Worked on various contract/consulting app development positions after the acquisition of Aerify Media. Most of these projects were commissioned from one investment group. Started with myself, and ended up working alongside/overseeing 4 other developers

Atlas – An app made for runners and marathon enthusiasts. App is built upon Parse backend. Uses a hybrid of Swift and Objective-C, allows users to track their running activity, find other users, and find new marathons. [http:// www.theatlasapp.com](http://www.theatlasapp.com)

TRN – Uber for personal trainers. This was a rescue project, which started from an agency in Ukraine. We overhauled the app's problems, and implemented new designs and features. The app is 80% Objective-C , and 20% Swift. We used a PHP Symphony backend framework which was hosted on AWS.

Loop – An app that provides real-time information into venues and bars. The app engages with RESTful web services using the JSON data returned. The app's main features are the interactive graph, and custom map which both show activity levels in a venue/bar, which reads from a person-counter. App made built in Objective-C <https://itunes.apple.com/ch/app/loop-bar-atmosphere-in-real/id1028292971?l=en&mt=8>

iOS Developer at Aerify Media, Greater New York City Area

December 2012 – January 2014

This was my first iOS developer position. I built an ad-serving SDK for developers to use in the app.

-Created an ad-serving SDK for mobile publishers on iOS; showing 320x50 banners, full- screen interstitials, video ads, native ads, and some proprietary units as well.

-Created a relatively simple Java Servlet to collect a device's unique fingerprint based off HTTP headers and some hacky scripts. Based off an EFF whitepaper - <https://panoptickick.eff.org/browser-uniqueness.pdf>

-Built some HTML5/JavaScript ad units for desktop for publishers like wired.com, etonline.com,groupon.com, and SF Examiner.com



EDUCATION



New York City College Of Technology, Brooklyn, New York City

March 2012 – March 2016

Degree: BS in Computer Systems (Deferred)



Hackathons

January 2016 – Present

Hackathons -

- HackNY (Spring) -- Held at New York University
- Hack Cooper Union (Fall) -- Held at Cooper Union
- UPC Barcelona (Winter) -- Held at UPC in Barcelona, Spain
 - We built a crowd-sourcing app with local whereabouts for refugees -- pinned locations for safety, danger, and help. We wanted to add an augmented reality component, but it would be hard to demo. Here's the GitHub URL : <https://github.com/Ripnrip/Reportes>
- Devcamp (Winter) -- Held at Google NYC
 - Won first place by building an app for modeling agencies to interact with their talent and customers
- PenApps (Spring) - Mentor -- Held at The University of Pennsylvania
- MLH Hackathon (Spring) -- Held at Bloomberg in London
 - Won first place among 500 participants. We used the DJI SDK (Objective-C) to create drone software that finds people in disaster and relief situations. Event was hosted at Bloomberg in London.
 - <https://devpost.com/software/automated-search-rescue-system>
 - We were also featured in this BBC documentary about Hackathons/Hackers:
<https://www.linkedin.com/feed/update/urn:li:activity:6307253298822946816>
- Copenhacks (Spring) -- Held at Microsoft in Copenhagen, Denmark
- Hack Dartmouth (Spring) -- Held at Dartmouth University
- Hack Yale (Winter) - Mentor -- Held at Yale University
- Hack Zurich (Fall 2018) - Participant -- Held at TechnoPark in Zurich
- We made it to the finals, creating an AR tool to help people buy cars and other vehicles. Featured in an interview with Credit Suisse: https://www.youtube.com/watch?v=JvBT9J_fv00&feature=youtu.be