Sandeep Aggarwal

Software Engineer, iOS

6+ years of experience in shipping industry leading mobile apps for millions of people

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Experience

Senior iOS Engineer

CodeMyMobile

Jaipur, India (2017 - Present)

iOS Engineer

Hugominds Technologies Private limited

Delhi NCR, India (2014 - 2017)

Intern, iOS Engineer

Hugominds Technologies Private limited

Delhi NCR, India (Apr 2014 - Aug 2014)

Accomplishments

- Working on Upkeep app (YC W17), used by half a million technicians around the globe.
- Fully re-designed the iOS app by keeping the technician on the field in mind, which will help technicians to navigate easily inside the Upkeep iOS app.
- Re-architected core components so that the app can become more unit-testable and can provide room for performance improvements.
- Swift-y-fying the code to get the most out of the power of iOS SDK with lesser code and thus shipping more features in lesser time.
- Making the app more stable and testable by adding more and more unit test cases which led to several times improvement in code coverage of the iOS app.
- Identified the annoying issues faced by customers by analysing the Crashlytics logs and the google analytics calls which ultimately improved the reliability of the app and helped to make it more stable.
- Mentored fellow iOS Engineers

Native iOS app development by converting ideas, designs, and requirements into concrete, stable production builds

- · Learnt objective-C and iOS Development
- Delivered a production-ready app
- · Published my first iOS app on the App store

Education

B.Tech Computer Science and Engineering

Guru Gobind Singh Indraprastha University

New Delhi, India (2010 - 2014)

Technical Skills

Languages: Swift, Objective-C, Javascript, Java, C++, C, HTML, CSS

Frameworks: SwiftUI, Combine, CreateML, UIKit, Core BLE, Core Data, RxSwift, ReactiveCocoa, XCTest, XCUITest

Patterns: Protocol Oriented Programming, Reactive Programming, Dependency injection, Singleton

Architectures: MVVM, MVC, VIPER

Databases: MySQL, SQLite, RealmDB

Development Tools: Xcode, Git, Android Studio, Visual Studio Code

Distribution and Testing Tools: fastlane, CircleCi, travis-ci, TestFlight

Miscellaneous: GraphQL, Apollo, Cocoapods, Carthage, Texture, Alamofire, Twilio, Cloudinary, SendBird, Parse, LayerChat, Firebase, MixPanel, Google Analytics, Crashlytics, Segment.

Achievements

- Architected and engineered 20+ Mobile apps for start-ups and other businesses.
- My most rewarding work came in the form of <u>TimeStorm</u>, an iOS app went on to get featured in **Top 10 best apps** in 2016 Winters on popular app tutorial website <u>raywenderlich.com</u>.

Interests

Technical writing, mentorship, trying, failing, learning, starting over