

# Kautilya Save

New York, NY 10038 | [kautilyasave@gmail.com](mailto:kautilyasave@gmail.com) | +1 (650) 933-7177 | [sensehack.github.io](https://sensehack.github.io) | [LinkedIn](#) | [github.com/Sensehack](https://github.com/Sensehack)

## TECHNICAL SKILLS

|                                    |  |
|------------------------------------|--|
| <b>Programming Languages:</b>      | Swift, Typescript, Java, Objective-C, Python, C#   |
| <b>Web &amp; Database:</b>         | JavaScript, HTML, CSS, SQL, MongoDB, CoreData, React, NodeJS   |
| <b>Frameworks &amp; Libraries:</b> | UIKit, Cocoa, CocoaTouch, Alamofire, SwiftUI, Ionic, Angular, Express, GCD   |
| <b>Software Tools:</b>             | Xcode, Visual Studio Code, Git, Cocoapods, Interface Builder, Instruments Debugger, Unity, NPM, Eclipse, Azure Devops, Docker, Sketch, Terminal CLI, Photoshop, Jira, Code Lint, SVN |
| <b>Methodologies:</b>              | Agile, MVC   MVVM   Protocol Pattern, CI/CD, Version Control, KanBan, Unit Testing   |
| <b>Certifications:</b>             | Udacity iOS Dev Nanodegree, Udemy Design Thinking, App Architecture  |

## EDUCATION

|   |                                       |
|---|---------------------------------------|
| <b>Pace University, Seidenberg School of Computer Science and Information Systems</b><br>Master of Science (MS) in Computer Science   <b>Concentration:</b> Mobile Computing   <b>GPA:</b> 3.67 | <b>New York, NY</b><br>May 2021       |
| <b>Dwarkadas J. Sanghvi College of Engineering, Mumbai University</b><br>Bachelor of Engineering (BE) in Computer Engineering   | <b>Maharashtra, India</b><br>May 2016 |

## EXPERIENCE

|   |  |
|---|--|
| <b>WearWorks, iOS Engineer</b>  | <b>New York, NY, Jun 2020 – Nov 2020</b>       |
| <ul style="list-style-type: none"><li>Designed &amp; developed various features for iOS app like social logins, maps SDK integration, and settings screens targeted towards accessible users, leading the mobile team as a subject matter expert for the weekly sprint discussions.</li><li>Worked closely with the Director of Technology to deliver features prototyped by the UI team and initiated dark mode, programmatic UI, and reusable custom components as well as accessibility improvements accounting for 60% of the app.</li><li>Followed Protocol-Oriented programming with loosely coupled components and utilized Swift syntactic sugar to architect a robust development environment, incorporating planning for resourceful teamwork and faster deliverables up to 30%.</li></ul>  |  |
| <b>Glimpse Group Inc., Mobile App Developer</b>   | <b>New York, NY, May 2020 – Aug 2020</b>       |
| <ul style="list-style-type: none"><li>Collaborated in a team of three developers to implement a cross-platform Android / iOS Unity app using C#, assisting the user in learning about their mental health &amp; feelings to ease substance abuse.</li><li>Developed the online coach experience with module ownership of the codebase to architect user navigation, and design efficient reusable functions, thus reducing the 20% of code conflicts for future releases</li><li>Led team in industry standard design and development guidelines, advocating best practices in cross-functional teamwork.</li></ul>   |  |
| <b>Infosys Limited, Senior iOS Engineer</b>   | <b>Maharashtra, India, Jan 2017 – Jul 2019</b> |
| <ul style="list-style-type: none"><li>Developed computer software, such as several iOS and web applications for multiple clients to be used on iPhones &amp; iPads, participating in the entire life cycle of the software projects and following state-of-the-art enterprise trends.</li><li>Constructed the user interface for SalesTouch using Swift, and hosted it on GitHub Enterprise, following Agile development to enable buyers to customize and finalize their car purchase digitally and to allow the German automotive company to expedite and streamline the process, saving \$25,000 per dealership every month via increased transparency and efficiency.</li><li>Led a team of three with a focus on creativity to research the design and development of the UI for rebranding the application for a global financial auditing company using Swift and Adobe XD, resulting in enhancing the UX, increasing access to the company financial information, and shrinking the need for help desk by 70%.</li><li>Engineered 3 iOS applications with adaptable workflows for a retail company using different APIs and OAuth authentication server, which eliminated mundane tasks performed every day with presented user analytics and insights, leading to 50% increase in customer retention business and target for future improvement of their product.</li><li>Enhanced the software development pattern for iOS applications using Azure CI/CD pipeline by automation of test cases, integration, code signing and package distribution for increased throughput, reducing the need for information technology resources, such as testing, maintenance, &amp; deployment teams, by 90% whilst slashing release time by 250%.</li></ul> |  |

## PROJECTS

|   |
|---|
| <b>Health Sense</b> [ <a href="#">Github</a> ] (Swift, UIKit, Auto Layout)  |
| <ul style="list-style-type: none"><li>Design &amp; develop the iOS open source application using Swift, incorporating Health Kit API, sharing statistics with the server to provide intuitive user experience, and recommending healthy tips catered towards the user's profile.</li></ul>      |
| <b>Beverage Helper</b> [ <a href="#">Github</a> ] (Typescript, Angular, Ionic, CSS3, HTML5)   |
| <ul style="list-style-type: none"><li>Developed user friendly hybrid application that supports web browser and mobile OS like Android and iOS devices using Angular Ionic Framework written in Typescript, which aids the user in calculating food ingredients and avoids food waste.</li></ul> |

## COURSEWORK

Mobile Application Development | Mobile Web Development | Internet Computing | Algorithms and Computing Theory | Computer Security | Advanced Java Programming | UX/UI Design | Parallel & Distributed Systems | Software Engineering