

Kautilya Save

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TECHNICAL SKILLS

Programming Languages:	Swift, Typescript, Java, Objective-C, Python, Ruby
Web & Database:	JavaScript, HTML, CSS, SQL, MongoDB, CoreData, React, Realm, NodeJS
Frameworks & Libraries:	UIKit, Cocoa, CocoaTouch, RxSwift, Alamofire, SwiftUI, Ionic, Angular, Express, GCD
Software Tools:	Xcode, Visual Studio Code, Git, Cocoapods, Interface Builder, Instruments Debugger, NPM, Swift Package Manager, Azure Devops, Docker, Sketch, Figma, Terminal Bash CLI, Jira, Code Lint
Methodologies:	Agile, MVC MVVM POP, Reactive Programming, CI/CD, Version Control, KanBan, Unit Testing
Certifications:	Udacity iOS Dev Nanodegree, Udemy Design Thinking, App Architecture

EDUCATION

Pace University, Seidenberg School of Computer Science and Information Systems	New York, NY
Master of Science (MS) in Computer Science Concentration: Mobile Computing GPA: 3.70	May 2021
Dwarkadas J. Sanghvi College of Engineering, Mumbai University	Maharashtra, India
Bachelor of Engineering (BE) in Computer Engineering	May 2016

EXPERIENCE

TrackVia Inc., Software Engineer II - Mobile **Denver, CO, May 2021 – Present**

- Developed various features for iOS app like forms, multiple account access, and refactoring the codebase to incorporate reactive view state architecture, leading the mobile ux to evolve with product led growth and intuitive user experiences.
- Worked closely with the VP of Software Engineering to deliver features prototyped by the product team and transition into SPM, session refactor, and automated form design generation accounting for 60% of the core functionality of the product.
- Developed the switch accounts experience with module ownership of the codebase to architect user interactions, and design efficient reactive functions, reducing the codebase by 25% using reusable extensions and distinct view state models.

WearWorks, iOS Engineer **New York, NY, Jun 2020 – Nov 2020**

- Designed & developed various features for the 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.
- 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%.

Glimpse Group Inc., Mobile App Developer **New York, NY, May 2020 – Aug 2020**

- 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 & feelings to ease substance abuse.
- Led team in industry standard design and development guidelines, advocating best practices in cross-functional teamwork.

Infosys Limited, Senior iOS Engineer **Maharashtra, India, Jan 2017 – Jul 2019**

- Developed computer software, such as several iOS and web applications for multiple clients to be used on iPhones & iPads, participating in the entire life cycle of the software projects and following state-of-the-art enterprise trends.
- 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.
- 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%.
- 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.
- 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, & deployment teams, by 90% whilst slashing release time by 250%.

PROJECTS

Health Sense [Github] (Swift, UIKit, Auto Layout)

- Design & 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.

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