

SHUBHAM KUMAR

Senior Software Engineer, iOS

A seasoned iOS developer with around 5 years of experience developing large-scale applications. Expert in Swift and SwiftUI; led architecture and migrations for Angel One, Furlenco, and CREX. Developed and **published** apps serving 7M+ daily active users. Passionate about optimizing user experiences through advanced coding practices and team leadership.

CONTACT

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SKILLS

- SwiftUI
- UIKit
- MVVM
- VIPER
- Go
- Claude AI
- AI Tools
- SWIFT
- Spring Boot
- Team Leader
- App Management

LANGUAGES

- Hindi
- English

EDUCATION

COLLEGE OF ENGINEERING ROORKEE (COER)
B.Tech. in Computer Science and Engineering
2017–2021

WORK EXPERIENCE

ANGEL ONE

FEB 2024–PRESENT

Senior Software Engineer (SDE II)

- Led a team of 4 to architect and rebuild **login** and **watchlist** modules, increasing **crash-free** sessions to 99.9%.
- Planned sprints** and allocated resources; improved sprint efficiency across 2 key modules.
- Built a comprehensive UI component library, reducing UI development time by ~20%.
- Migrated** the login module to **SwiftUI** in 1 sprint.
- Implemented advanced **memory optimizations**, cutting CPU usage of 2 key modules by 35–40%.
- Introduced **VIPER** architecture to support a **scalable** in 2 key modules, modular codebase
- Worked on **operation queues** to ensure code structure and maintain multiple API call integrity.
- Integrated multiple **payment SDKs** and chatbots; applied dependency injection throughout the project.
- Reduced app-side payment errors to ~0.1% via structured **async** dispatching

FURLENCO

JAN 2022 – DEC 2023

Senior Software Engineer

- Rebuilt the entire Furlenco app in SwiftUI, in a **6 months sprint**, enabling new features and improved maintainability.
- Engineered custom **SwiftUI** components to support **iOS 13 limitations**.
- Pioneered scrollers and **infinite carousels** using mathematical calculations.
- Published the app to **App Store** and oversaw developer account.
- Incorporated and managed **custom payment** flows with Juspay, Razorpay, and Cashfree SDKs.
- Reduced third-party dependencies and enhanced code reliability.
- Introduced **MVVM** to modularize the codebase.

CREX (PARTH TECH DEVELOPER)

MAY 2020 – JAN 2022

ASDE (iOS)
iOS Dev Intern

MAY 2020 – MAY 2021

- Engineered and deployed 'Cricket Exchange (CREX)'; achieving **99.9%** crash-free rate and **25M+** downloads; launched and scaled as a solo Dev.
- Manged app publishing on **App Store** with necessary certificates generation.
- Built and released 'CE Fantasy' and 'One Cricket' in a 2 person team
- Designed and implemented **custom notifications, Today Widgets, and in-app purchases**.
- Worked on Core Animations like **CGBasicAnimation** and **UIViewAnimation** and increased app engagement by 37%.