

# **Sraavan Chevireddy**

## Senior iOS Developer

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### **Professional Summary**

- Seasoned iOS developer with 8+ years of hands-on experience, in array of technology tools and frameworks in iOS ecosystem.
- Experience in using Combine framework. Skills include handling asynchronous events, complexity management via chained and nested asynchronous calls, and efficiently managing memory using async/await, actors and MainActors.
- Proficient in utilizing various operators provided by Combine for handling complex data processing tasks such as map, filter, reduce, and combine.
- Extensive experience in creating fluid and engaging user interfaces by capitalizing on SwiftUI's features localization, and accessibility.
- Knowledgeable in creating and managing publishers and subscribers, which are core parts of the Combine's declarative approach, contributing to a better-structured and predictable codebase.
- Proficient in Programming languages like Kotlin and Java. Good knowledge on using Android Studio.
- Solid Experience in UIKit, Storyboards and XIBs for User-interface design.
- Proficient in Objective-C and memory management.
- Proficient in adopting design patterns like MVC, MVVM, and Singleton in coding and application setup.
- Expert at using Apple's frameworks such as Core Data for storage, Core Animation for high-quality animations, UIKit for UI design, CloudKit for cloud integration, and MapKit for location-based services.
- Experienced in utilising RESTful APIs, JSON, and third-party libraries and APIs like Alamofire for network programming.
- Comprehensive understanding of app submission, app updates, app store compliance, and version control on Apple's App Store.

- Knowledgeable in Test-Driven Development (TDD) and using XCTest and XCTestUI for robust application testing.
- Experience in maintaining quality assurance by using code review tools such as SonarQube. Proficient in using performance and usage analytics tools like Firebase or Flurry.
- Experience in using crash reporting tools like Crashlytics.
- Expertise in working with Interface Builder, Auto Layout, Size Classes for UI design, adaptive layout for different screen sizes, and localization of apps for different regions.
- Fluent in managing app submissions, updates, compliance, and versioning on the Apple App Store, with an additional focus on secure and ethical coding norms.
- Proficient in utilizing Apple's Instruments tools to detect, profile, and resolve performance issues in iOS applications. Comprehensive understanding of its different templates such as Leaks, Allocations, and Time Profiler to optimize memory usage and CPU performance.
- Experience using the Cocoapods and Swift Package Manager (SPM).

## **Experience**

### **Spring iOS App**

*Feb, 2023 - Present*

**Client:** LendingTree, Charlotte, NC USA

**Role:** Senior Software Engineer - iOS, (Full-Time)

**AppStore URL:** [Spring By LendingTree](#)

### **Responsibilities:**

- Collaborated with fellow developers in Mobile App Brainstorm sessions to generate innovative ideas for the new app.
- Collaborated with the design team and engaged with Product Owners to address platform disparities and determine optimal user experience and ecosystem considerations specifically tailored for iOS devices.
- Gained experience in using the UINavigationController with UINavigationController to support the App for both iPhone and iPad in **SwiftUI**.
- Worked on accessibility related **Voice Over** issues with in the SwiftUI.

- Solid knowledge on working with Task and TaskGroups along with async/await. Working experience in using detached tasks running tasks on MainActor.
- Working experience on bridging the UIKit to SwiftUI with common ViewModel, using **Diffable** Datasources and checkedContinuation of Combine.
- Worked on team that believed in Agile methodology. Experience in understanding the **Agile** terminologies of Agile Poker, Grooming and Spring Planning.
- Leveraged the comprehensive features of Apple's Combine framework this includes **AnyPublishers**, Cancellables with their type-erase properties.
- Adapted the ``actor`` and ``@MainActor`` classes within the SwiftUI framework to mitigate data race conditions and prevent unforeseen concurrency crashes.
- Worked on **Universal links** for establishing the Deep-links to the iOS app. Gained experience in integrating and maintaining the Third-party libraries like, Split.IO, GlassBox, Blueshift and AppsFlyer.
- Worked with Instruments for measuring the App performance metrics and Time Profiler for measuring the areas of improvement.
- Gained experience in configuring and maintaining the **Fastlane** Pipeline for distributing the App to various environments/schemes.
- Experience in using the FileManager API for securing the documents in the App Sandbox.
- Experience in using the **Apollo GraphQL** playground for writing the queries to integrate to the iOS App.
- Worked on different third-party integrations like Active Prospect, Glassbox, Split.IO, Firebase Remote Config, Swift.nio using Swift Package Manger.
- Worked on Local Authentication framework to implement the Biometric Authentication for the iOS app. Solid Knowledge of using **LAContext** and **LAStore** to store and access the Auth token with a biometric prompt.
- Implemented Push notifications using BlueShift. Solid understanding of handling the remote notifications and launching the deferred deep links.
- Experience in writing the Unit-test cases aimed to maintain a code-coverage of 80%, targeting the ViewModels.

**Projects**

**MES Solutions**

*March 2022 - Jan 31, 2023*

**Client:** Medical Evaluation Specialists - Woburn, MA USA

**Role:** Senior Software Engineer - iOS

**AppStore URL:** [MES Solutions](#)

**Responsibilities:**

- Worked closely with the Product Owner and Business analysts for understanding the business model and product requirements. Architecting the business model in Swift Code.
- Used SwiftUI, and **Combine** framework with Publishers, Cancellable, and Task groups for the app to interact with **GraphQL** backend.
- Experience in creating the Local Swift Packages and configuring the dependency management with other Local SPM.
- Integrated the Apollo GraphQL client for iOS Application to communicate with the backend.
- Developed **YAML** for CI/CD using Azure Pipeline to streamline the build distribution management.
- Robust experience in build the voice recorder functionality using the **AVFoundation** and **AudioToolBox**. Added additional features to voice recorder like Insert and Overwrite the Audio Files based on Timestamp.
- Worked on **CloudKit** public and private containers for generating ecosystem synchronisation across our iPad and **MacOs** app along side of iOS devices.
- Gained experience in designing the fluid user interface using the SwiftUI interoperating with legacy UIKit App, using the **UIViewRepresentable**.
- Peer code reviews and adept the latest and greatest coding practices to work on Apple's contemporary framework of Combine.
- Experience using the **Charles Proxy**, a web interceptor tool for HTTP monitoring.
- Designed multi-brand business model pattern using Apple Account Kit.
- Experience in communicating the App with **WKWebView** with the **HTTPCookieStorage** maintaining a common session.

**Client:** ExamWorks, LLC Atlanta, GA USA

**Role:** Software Engineer - iOS

**AppStore URL:** [ExamWorks](#)

**Responsibilities:**

- Worked alongside other developers for Application bug fixes and thread management.
- Gained experience in working on a HIPAA compliant application, for securing the data over the HTTPS, using the **SSL pinning** techniques.
- Addressed the issues of memory leaks as the customer adaption increased to 200% and lowered the attrition rate.
- Experience in working on UIKit app with a combination of SwiftUI using the **UIViewControllerRepresentable**. Along with **TableView Diffable DataSource** and Combine framework.
- Responsible for building the complex UI animations with **Core Animation**, bezier curves and paths.
- Experience in developing the View-Models following the **SOLID principles**, which made the Application extend to the new add-on features.
- Gained experience in integrating the Box iOS SDK for creating a backup to the cloud.
- Designed a newer generation skin application without disturbing the existing business workflow. Experience using the **Figma** with its dev mode.
- Integrated the document manager to view/edit documents using pages using **PDFKit**, **QLPreview**, and Document kit.
- Maintaining the application on feedback and production hot fixes.
- Worked on team that believed in **Agile** methodology. Experience in understanding the Agile terminologies of Agile Poker, Grooming and Spring Planning.
- Experience working with One-signal for push notifications and deeplinking to the Screens using the AppDelegate approach (UIKit way)
- Implemented Push Notifications using the One-Signal, and worked on Deeplink for app to navigate.
- Responsible for writing the XCTestTests for ViewModels, maintaining a code coverage of 80%.

**Projects**

**FlashZone**

*December, 2016 - May, 2018*

**Client:** FlashZone, LLC NY, USA

**Role:** Software Engineer - iOS

**AppStore URL:** [FlashZone](#)

**Responsibilities:**

- Worked on designing the User interface of this Social Media Application using Storyboards and Xibs.
- Was part of the system design of the Application for business model design. Used MVVM architecture pattern for the design pattern.
- Integrated features like Apple Push Notifications, CoreData, CoreText, and Firebase for Social media integration.
- Used URLSession for networking and exposing the Application to backend services.
- Worked on bug fixes for performance enhancements using Time Profiler and Zombie Object of Apple's instruments.
- Took the lead in designing the user interface of our Social Media Application using UIKit, a crucial framework for developing graphical, event-driven applications in iOS. Storyboards and Xibs were essential tools I employed to visually lay out the app's interface.
- Conducted bug fixes and performance enhancements using Time Profiler and Zombie Object. Constantly refactored code to improve app performance and efficiency.
- Adept experience in dealing with multithreading issues and techniques including use of performSelector and **GCD**.
- Proven experience in using version control systems, specifically Git for managing rapidly changing project codebases.
- Good experience in app optimisation using Apple's Instruments tool, specifically Time Profiler and Leak Detection.
- Experience building a common UnitTesting **XCFramework** for entire application using the **generics**.

**Client: Sporta Technologies**

**Role: iOS Developer**

**AppStore URL: [Dream 11](#)**

**Responsibilities:**

- Responsible for designing the User-interface of the application using Storyboards. This includes initial prototype design, UI design, and development.
- Gained experience in writing the clean, readable and maintainable code.
- Worked with cross functional teams to define, design and ship new features.
- Experience in working with **NSLayoutConstraints**, with their ContentHugging and Compression resistance properties.
- Gained experience in using the Swift extensions, enumerations and encapsulations.
- Extensive experience in using the GCD, **Dispatch Semaphore** and **Dispatch Groups** to prevent the race conditions.
- Proven knowledge of using Apple Instruments tool for performance enhancements and memory inspection.
- Experience in using the code-versioning tools like GitLab, GitHub and BitBucket.

**Education:**

Masters in **Data Science and Engineering** *BITS, Pilani*