Bhanu iOS
iOS MOBILE APPLICATION DEVELOPER

Newark, DE - Email me on Indeed: indeed.com/r/Bhanu-iOS/094b5c859d8c163f

- 7+ years of experience in IT industry especially in mobile development.
- Involved in creating applications that support Smartphone, Tablet and Watch across different verticals.
- Extensively involved in analyzing business requirements and providing project estimations.
- Exposure in creating UI Specification components for mobile user experience.
- Proficiency in App store deployment and approval process.
- Experience in evaluating and recommending third party solutions for projects.
- Involved in mentoring, leading and coaching team.
- Good understanding of Human Interface Guidelines proposed by Apple for iOS application development.
- Hands on experience in enterprise retail mobile application.
- Worked on MVC, MVVM, Delegate, Notifications, Closures, Singleton and KVO design patterns.
- Have strong knowledge of OOPS, SDLC (Software Development Life Cycle), Architecture and Design Patterns.
- Report and present Architecture, goals, progress and milestones to management team.
- Hands on experience in XML and JSON parsing and data structures.
- Proficiency in interacting with the Business Analyst and Business Users.
- Proficient in using Interface Builder for creating, configuring and connecting predefined framework object as well as instances of custom classes.
- Smart in creating and customizing Views, Table Views, Tab Bars and Navigation Bar which are some basic functionality in a Multi view Application
- Excellent technical abilities possess strong oral and written communications skills, analytical and interpersonal skills.
- Experience in test driven development.
- Experience with source code control management like subversion SVN, CVS, GIT, Bit bucket, Source-Tree and stash.
- Always curious to learn new technology and upgrade skill set.
- Experienced in Mobile Application Development using UIKit, Core Foundation with Cocoa touch.
- Used QT Framework 5.0 to create .pro files, deployed to Xcode Project.
- iPhone and iPad application development.
- Clear knowledge in testing and distribution of the App on the App Store.
- Good understanding of Memory Management: ARC and non-ARC in iOS development.
- Creative problem solving skills and ability to effectively communicate and translate feedback, needs and solutions.
- Strong Understanding of the iOS Provisioning Portal Viz. Obtaining Development Certificate, Assigning Devices and Installing Development Provisioning Profiles.
- Strong self-learner with a desire to stay highly informed on best practices and latest developments to Apple's iOS mobile platform.
- Understanding of the implement Design Patterns & UML diagrams and have knowledge about RDBMS.
- Ability to coordinate with various team members involved in the project.
- Working experience of project management methodologies such as Waterfall, Scrum and Agile
- Excellent communication, organizational skills, attention to detail and the ability to meet tight deadlines.
- Continuously focused on providing an excellent user experience via clean, maintainable, performant code. Professional, personable, and flexible while working to achieve objectives.
- I'm an expert at finding and fixing crashing bugs.

WORK EXPERIENCE

iOS DEVELOPER (SWIFT)
VISA - Newark, DE - June 2016 to Present

DESCRIPTION: Developed Mobile Application for users who use Visa credit and debitcards, Users can have an account where they can have all Visa credit and debit cards in one account. (For example User has accounts in different banks and so has different credit and debit cards, If all those cards are Visa issued cards he can use all those cards in one account, where as you don't need to have online banking separately for different banks). It has all options available such as transfer funds between debit accounts and also Load funds to debit card, and also Transaction History is also displayed.
Link:- https://itunes.apple.com/us/app/visa-explore/id704133884?mt=8

RESPONSIBILITIES:
• Involved in requirement gathering and outlining. Started learning Swift Technology ..
• Initially started the project on Swift 1.2 using Xcode 6.4 and then migrated it to 3.0 using Xcode 8.0.
• Re-factored the code to improve the quality of the code.
• Used Auto layout feature to adapt UIs to different rotations and screen sizes for universal app.
• Designed the UI and added new features. Fixed many bugs related to UI, database server API.
• Used GCD, NS Operation queues for implementing complex multithreading features on the application.
• Used Xcode 6.4 and 8.1 Story boards to develop the screens for the application using VIPER ARCHITECTURE.
• Testing included emulator and device testing with iPhone, iPad, and iPod Touch with iOS 8 and later.
• Involved in iOS performance testing and Functional tests.
• Followed the agile methodology for implementing the project.
• Took care of Code Review, Code Fixes and bug Fixes.
• Coordinated with Configuration Manager for continuous integration.
• Implemented bar code/ QR reader functionality.
• Expert in using Rally, Created support stories and Tasks.
• Assisting the QA team with new product releases and bug fixes for products.
ENVIRONMENT: iOS7.2-above, iPhone SDK, XCode8, Swift, WebServices, PList, Objective-C, Cocoa Touch, JS, JQuery, iPhone Simulator, Interface Builder and Instruments.

iOS MOBILE APPLICATION DEVELOPER
HINES SUPPLY - SOUTH FIELD, MI - September 2015 to May 2016

DESCRIPTION: Designed and developed iOS Application for Hines. This application is meant to manage and track orders, view billing history, locate branches, communication sevents and promotions, provide ability for users to share events, promotions and order status.
Link: https://itunes.apple.com/us/app/hines-supply/id838666994?mt=8

RESPONSIBILITIES:
• Gathering requirement by interacting with stake holders, designing the low-level and high-level architecture, coding and testing the modules.
• Involved in Peer Reviews, Presenting the Design Walkthrough to the Team.
• Used SQL ite to store data locally.
• Involved in various phases of Software Development Life Cycle (SDLC) of the application like Requirement gathering, Design, Analysis and Code development.
• Involved in Agile Development process for diverse requirements.
• Interacted with Client to solve various issues.
• Used other frameworks such as MB Progress HUD.

ENVIRONMENT: SQLite, iOS SDK, X-Code, SVN

iOS APPLICATION DEVELOPER

HURIX SYSTEMS   -   IN - March 2014 to July 2015

DESCRIPTION: Developed an e-learning application for the client named Voyager Sopris. It was already developed for the web and we had developed this application for iOS platform.
Link: https://itunes.apple.com/us/app/ticket-to-read/id827831679?mt=8

RESPONSIBILITIES:
• Design and Developed the native iOS version of the project from the initial stage.
• Implemented Rabbit MQ services for iOS, Rabbit MQ doesn't have any API for iOS. So I had to implement it by myself by reviewing their documentation.
• Created a cocoa touch framework for 'RabbitMQ' service.
• Implemented using Storyboard and ARC.
• Used Multi-threading.
• Used instruments to fine-tune the app performance and memory management.
• Integrated showing moving cars/objects in the map using GPS tracker.
• Implemented authorized.net payment service.
• Developed unit tests for testing specific functionality and logic, which is called white-box testing as well.
• For block box testing, implemented a 3rd party API sdk 'fabric.io', where we can see the real user's experience, crash log, etc.
• Managed Apple developer account to create test environment.
• Actively participated in agile scrum development.
• Managed iTunes connect and test flight for beta testing.
ENVIRONMENT: iOS 7, Xcode [ ], Rabbit MQ, GPS Tracker.

iOS APPLICATION DEVELOPER

MAGIC BRICKS   -   IN - July 2012 to February 2014

DESCRIPTION: Magic Bricks iPhone app is an intelligently designed Real Estate app for smart users who are looking for an interesting, intuitive and feature packed app for buying, selling and renting properties on the Go! Simple, clean yet visually appealing, this Real Estate iPhone app is designed to fulfill your residential & commercial property requirement in a very simple and fast way.
Link: https://itunes.apple.com/in/app/magicbricks/id486328406?mt=8

RESPONSIBILITIES:
• Detailed Analysis of requirement. Responsible for coding using objective C.
• Implemented basic property search with KVO methodologies, Developed Inner UITableView Based pages for home page design, Implemented the Page Scrollers using UI Page Controller and UiScrollView for properties images display.
• Developed Push Notification and GCM Push Notification for iPhone and android respectively
• Used MKMapKit for maps display where I am displaying the property location, And Used Google Maps for android Maps Presentation on this app for property location
• I was designed and implemented this application using XCode, Interface Builder, Story Board and Objective C. and java, android sdk
• Used SQLite database storage for favorite properties using libsqlite3.0.dylib in ios and SQLiteOpenHelper Api class for android by writing the sql statements.
• Used fluryApi for analytics how users are often visiting the pages in application.
ENVIRONMENT: Objective C, X Code 4.2, iOS 5.0 and above, Mac OS X 10.7.

iOS APPLICATION DEVELOPER

NEXT SERVICES   -   IN - November 2009 to June 2012

Link: https://itunes.apple.com/us/app/enki-ehr/id522416347?mt=8

RESPONSIBILITIES
• Detailed Analysis of requirement. Responsible for coding using objective C and Writing UI-Automation and Test cases
• Developed Patient Overview page by implemented Cocoa Touch, core animation based flip page navigation,
• Developed Bar graphs using Core Graphics framework for displaying Patient VITALS
• Consumed SOAP XML by using NSURL Connection API downloading Patient Information and Presenting in Table View with type of visit and ref. doctor names.
• Implemented Core Data Management for storing, retrieving, and Updating data for the application using Core Data Framework (NS Managed Object Context, NS Persistant Coordinator, NS Manged Model Classes etc.)
• Developed Multithreading (GCD, NS Operation Queues, Async, NS Run Loop, Threads) based UI and Background Data Processing for this application to update the dataflow for each user event like select patient and get patient information for server, fetching medical information from medical severs etc.

EDUCATION

Bachelors
Jawaharlal Nehru Technology University

SKILLS

IOS (7 years), OBJECTIVE C (4 years), XCODE (3 years), SOAP (2 years), XML (2 years), SQL (2 years), MAC (1 year)

ADDITIONAL INFORMATION

TECHNICAL SKILLS:
IOS iOS 5.1, iOS 6.1, iOS 7.0, iOS 7.1, iOS 7.1.1,iOS 8.0,iOS9.0,iOS 9.2.1,iOS 10.0.2
IOS APIs & SDKs
UIKit Framework, Zbar, Google Maps, Parse, APN, Parser, Core Data, Core Location, Storyboard, Blocks ,GCD ,Auto Layout , Application Preferences, Accelerometer, Animations, Accessing Built in Application, Web Services, UIMapKit , iWebkit, Cocoa Touch, Core Bluetooth, SQL Lite, Parser, Windows AzureMessaging Framework, Core Media, Core Motion, Security Framework Yahoo SDK,FaceBook SDK,GooglePlus SDK,AFNetworking, Barcode, AFNetworking,Core Graphics, oooyala SDK and KeyChainItemWrapper, App group, App tunneling, Infinea payment library, SSO

IDE Xcode […]
Web Services SOAP, REST
Data format / Security JSON, XML,GSON / Keychain, Cryptography, Certificate, Key, and Trust Services, OAuth 2.0, SSO, DES, RSA, MD5
Databases SQLite3,,My SQL
Programming Language Objective C, Swift […] Auto Cad, Stad Pro
Project Management Tools Jira
Other Tools Instruments, TestFlight, HockeyApp
Operating Systems / Version Controls MAC OS X, Windows, GIT, SVN, Stash