

Jay Karlapalem

iOS Developer - Verizon Telematics

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- 7+ years of professional software experience in gathering Requirements, Analysis, Design, Development, Maintenance, Enhancement of Web Applications using Java and Web-based technologies, mobile applications and large scale Systems
- Around 4 years of professional work experience in Designing, Developing, Testing and Deploying native iOS Applications
- Developed Apps for different domains like Retail, E-Commerce, Secure Enterprise, and health
- Extensive knowledge of using Xcode, Mapkit, SQLite, Core Data, AVFoundation, EventKit, Facebook, Twitter, AddressBook, AddressBookUI, MessageUI, Core Location frameworks, XML parser and JSON parsing
- In depth knowledge in Object Oriented Programming concepts, Cocoa Touch, Cocoa framework and iOS SDK
- Solid development skills using Storyboards and NIB files
- Proficiency in Using NSUserDefaults and NSNotificationCenter for storing and maintaining the user data for iOS Applications
- Experienced in XML and JSON parsing, multithreading using both 1st party and 3rd party frameworks including NSXMLParser, NSJSONSerialization, TouchXML, SBJSON and PLIST
- Experience in Google and Apple Map Kits and Mobile Location Services
- Experience working with UICollectionView and UICollectionView Custom layout
- Complete understanding of Model-View-Controller (MVC) architectural patterns and frameworks and comprehensive knowledge of memory management in Cocoa
- Thorough understanding of App store requirements, HIG's, iTunes Connect and iOS Provisioning Portal (Certificates, App IDs, Provisioning and Distribution)
- Strong knowledge in using databases such as Oracle, MySQL, SQLite, Core Data
- Publishing the application on App store and then pushing updates after every sprint release
- Experience in porting iOS application onto Mac OS X and Mac OS X application onto iOS
- Basic knowledge of Android development, PhoneGap/Cordova, MongoDB, Node.js
- Proficient in programming languages/single page applications such as HTML5, CSS3, JavaScript, jQuery and Java
- Experience in working with UNIX environment and knowledge on Shell Scripting
- Hands on experience working with software development methodologies like Waterfall model, Agile and Scrum Developments
- Strong problem solving and decision making skills with ability to communicate effectively at all levels
- Collaborated with QA leads, graphic design leads, project managers, and other stakeholders to effectively develop applications

WORK EXPERIENCE

iOS Developer

Verizon Telematics - Atlanta, GA - October 2016 to Present

Description: Hum by Verizon offers services for safer, smarter and more connected driving. Customers will have features like roadside and emergency assistance, vehicle diagnostics, vehicle location, mechanic's hotline and more. It also provides the driving patterns of the user like safety score, driving history, speed alerts etc.

Responsibilities:

- Worked extensively with Swift 3, Objective C and Cocoa frameworks for designing the app
- Followed a work data flow principle for design and development
- Created refreshed UI and implemented touchid for user login
- Used Facebook API to support social media login
- Customized UIButton, UINavigationController, UITabBar, UIAlertView and UITableView to build the user interface of the app. Also used UIPageviewcontroller for the welcome page
- Worked on MapQuest SDK and core location for Navigation, Parking reminder features and show vehicle location live on Maps
- Also implemented, speed and boundary alerts for the car
- Implemented Driveway SDK, which analyzes driving behaviors and provides safety score
- Using MapQuest SDK displayed individual trips and plotted them on maps
- Used NSURLSession & JSON to communicate with the backend RESTful webservices to get the appropriate data and display on application
- Implemented Push Notification Configuration using APNS and Push Certificate and with help of UI Application notification delegate methods
- Improved response time by using NSOperations and created dispatch queues by using GCD
- Followed a MVC data flow principle for design and development
- Written Unit Test Cases using XC-Test framework with TDD procedures
- Worked on debugging issues, whenever required using Xcode
- Used crashlytics for crash detection and symbolizing crash report using dsym file
- Worked with GIT to checkout and update the codebase changes
- Experienced with Bit-Bucket, Stash, JIRA, JENKINS CI and CD procedures

Environment: XCode 8.x, iOS 10, Mac OS X Sierra, Swift 3, Objective C, Cocoa Touch, Cocoa framework, iPhone Simulator, Adobe CS4 Suite, Fabric, Jenkins.

iOS Developer

AT&T - Redmond, WA - January 2016 to September 2016

Description: myAT&T lets you manage your AT&T Wireless, U-verse®, home phone and Internet accounts with your iPhone, iPad or iPod Touch. From one easy to use application, you can view and manage your AT&T account, quickly access Help and How-to's for your phone, receive customized notifications, and learn more about AT&T Mobile services.

Responsibilities:

- Worked extensively with Objective C, Swift and Cocoa frameworks for designing the app
- Followed a work data flow principle for design and development
- Created refreshed UI and worked with user login
- Used Facebook and Twitter API to support social media login
- Worked with XML and JSON to extract the data and display it on app
- Customized UIButton, UINavigationController, UITabBar, UIAlertView and UITableView to build the user interface of the app
- Implemented Push Notification Configuration using APNS and Push Certificate and with help of UI Application notification delegate methods.
- Written Unit Test Cases using XC-Test framework with TDD procedures
- Improved response time by using NSOperations and created dispatch queues by using GCD
- Followed a MVC data flow principle for design and development
- Worked on debugging issues, whenever required using Xcode

- Worked with GIT to checkout and update the codebase changes
- Experienced with Bit-Bucket, Stash, JIRA, JENKINS CI and CD procedures

Environment: XCode 7.x, iOS 9, Mac OS X 10.x, Objective C, Swift 2.3, Canvas Pod, Cocoa Touch, Cocoa framework, iPhone Simulator, Adobe CS4 Suite, XML/ JSON Parser.

iOS Application Developer

Caterpillar - March 2013 to June 2014

Description: Caterpillar has a global footprint with product in more than 180 countries. CAT sales is the enterprise mobile app meant for the dealers and employees only. It is handy for the sales executives to access the products/brochure and other information for marketing the products.

Responsibilities:

- Involved in implementing the application for mobile devices (iPhone, iPad)
- Involved in design and architecture of application. Worked on MVC pattern applicable to application
- Worked extensively on UITableViewController and made customized table view cells
- Worked with UIKit Framework for development and maintenance
- Added animation between UIViews for smooth transition and better user experience
- Used RESTFUL web services with JSON to download content from server
- Worked with Backend team to display the correct data format in devices
- Used Core data Framework for local storage purpose in SQLite
- Debugging issues at onsite whenever required using xcode and reported to the project lead
- Used multithreading to download the media asynchronously and used Grand Central Dispatch (GCD) for background tasks
- Verified User login and conducted Usability testing of the application

Environment: Xcode 5.1, iOS 7.0, Mac OS X 10.x, Objective-C, ARC, Core Data and Auto Layout, UIKit, CoreLocation, Github, XML, JSON.

iOS Application Developer

Conoco Phillips - January 2012 to March 2013

Description: ConocoPhillips Events Center App is your all-in-one tool to get in on the action. This native app includes details about ConocoPhillips held conferences and events. It helps in getting the specific event information, browse sessions; discover networking opportunities; stay up to date with events information and much more. This app is an interactive experience that connects attendees, speakers, exhibitors, and sponsors.

Responsibilities:

- Well versed with Objective C and cocoa frameworks including Core data, foundation, core animation and UIKit
- Participated in design, implementation and UX sessions with product and testing teams
- Developed different Layout, Views, Labels, Custom buttons and other UI objects. Also created custom TableViews and custom TableViewCells for user interface
- Integrated various RESTful Web services call to application using asynchronous NSURL calls and NSURLConnection for background downloading
- Back end response was JSON and parsing was done using NSJSONSerialization. Also Used GCD and blocks to consume data in background
- Map View implementation using the MapKit and Core Location Frameworks
- Followed Agile Methodology in developing the enterprise application
- Worked with Photoshop CS5 for image editing and alterations

- Performed code maintenance and enhancement to application, also assisted in developing user guides and training documentation

Environment: iOS 5.0, Mac OS X 10.6.x, Objective C, Xcode 4.2/4.6, XML, Agile Methodology, HTML5, CSS, REST, JavaScript, jQuery.

Marketing

Thrive - March 2010 to December 2011

Role: Web Developer

Description: Thrive Net Marketing Technology is a global software company that offers product development services and product based business solutions. Thrive Net Marketing Technology is a premier service provider of Software Development, IT consulting and IT Enabled Services to many top performing companies.

Responsibilities:

- Involved in front-end web development, domain name registration and web hosting
- Taking briefs from clients and marketing team
- Designing web templates, banners, advertisements using Photoshop, Dreamweaver and Flash
- Template conversion to CSS/(X) HTML
- Built the XHTML templates and CSS for the front end of the application
- Applied HTML, CSS & JavaScript to deliver cutting-edge user interfaces and components
- Work as a Team Lead in various front-end projects and also trained/mentored new hires
- Deploy, support and maintenance to end clients and re-skinning of existing web sites
- Created graphics including icons, banners and logos using Adobe Photoshop
- Designing and optimizing graphics for corporate client sites

Environment: Adobe Photoshop, Dreamweaver, Flash, HTML/DHTML/XHTML, JavaScript, Microsoft Outlook, Swish, CSS and FTP Client.

Web Developer

Impact Informatics - January 2009 to February 2010

Description: iTicket is a mobile website for booking movie tickets optimised for smartphones by using HTML5 and jQuery. Users can browse movie catalogue or cinemas and can purchase movie tickets in their desired timings.

Responsibilities

- Designed SPA driven client UI using JavaScript, written custom directives, services
- Implemented i18n/l10n at the client side
- Developed cross browser UI widgets like Tree, Inline editor using JavaScript, YUI
- Performed cross platform testing on various browsers
- Involved in ad hoc testing
- Bug reporting and verification

Environment: HTML, CSS, Javascript, jQuery, MySql.

SKILLS

CSS (4 years), JAVASCRIPT (4 years), IOS (3 years), JSON (3 years), MAC (3 years)

ADDITIONAL INFORMATION

Technical Skills

iOS Technologies Objective C, Swift 3.0

Programming Languages Java, SQL

IDE/Editor Xcode [...] Sublime Text, Adobe Suit

Web Technologies HTML, XML, CSS, JavaScript, jQuery, UML, SOAP, JSON

Database SQLite, Core Data, MySQL

Web/App Servers Apache Tomcat, MAMP

Configuration Tools GIT, Bit-Bucket, Stash, JIRA, SVN

Operating System Mac OS X, Windows