

# Aalhad Patankar

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## WORK EXPERIENCE

### Apprentice

#### Mobile Technical Lead - Tempo iOS

June 2021- Present

- Technical lead for flagship iPad application to make medicine and drug development easier, safer and more collaborative
- Led team of 5 engineers across mobile and backend to prototype, develop and ship new cross-platform Laboratory Execution System (LES) product line
- Pitched and developed targeted features that retained key customer accounts, such as a novel iOS spreadsheet module to address customer concern over data entry speed
- Developed modules to tackle complex remote collaboration and data entry problems, such as multi-user, multi-device synchronized timers for time sensitive, collaborative work
- Designed synchronization features between iPad and remote headset for hands free work

### Apple

Mar 2018 – June 2021

#### Senior Software Engineer - 🍏 Fitness+

- Led development of key features for Apple's first fitness content service from product design and development phase to ship
- Architected cross-device framework for real-time synchronization and control of video playback, live workout metrics and video metadata driven animations for iOS, watchOS and tvOS
- Prototyped, developed and served as cross functional tech lead for the guided meditation and Time To Walk workout content features
- Instrumented analytics infrastructure that identified and drove P0 bug fixes to meet key delivery deadlines

#### Software Engineer - 🍏 Watch Workout App

- Developed features for the most used first party Apple Watch app including workout session infrastructure, music integration and swimming lap analysis

### Yahoo!

Jul 2017 - Nov 2017

#### Software Engineering Intern - Mobile Technologies

- Pitched, developed and led engineering team on exploratory Augmented Reality features for the Yahoo Weather mobile application

## EDUCATION

**Columbia University** — M.S. Computer Science, *Cumma Laude*

Dec 2017

**UCLA** — B.S. Bioengineering, *Cumma Laude*

Jun 2016

## SKILLS

**Languages:** Swift, Objective C, C++, Figma, UX prototyping and design

**Platforms:** iOS, watchOS, tvOS, Augmented Reality

**Interests:** Live music, curating playlists, fantasy novels, board games