## Prashant Ashok Sawant

E-mail **:** prashantsawant688@gmail.com

Mobile :(+91)8087439456

**Objective:**

To learn and function effectively in an organization and be able to deliver my best to the company. To constantly upgrade my knowledge and skills and make a difference in whatever I do.

**Summary:**

* Total **2 years** of work Experience in iOS.
* Work Experience in iPhone mobile application development(iPhone/iPad).
* Currently working on **iOS platform.**
* Having knowledge of the xcode tool environment.
* Strong Knowledge of Software Development Life Cycle (SDLC) with strategically designing and implementing the software, debugging fixing and maintaining the software.
* Experienced in working with various data parsing forms to dynamically display data on iPhone/iPad such as XML, CSV and JSON.
* Expertise in creating and customizing Views, Table Views, Tab Bars and Navigation Bar which are some basic functionality in a Multi-view Application
* Experience in developing utility and enterprise-based application using Core Data for iPhone/iPad to improve memory overhead of the app.
* Experience in integrating Game Centre, Push Notifications and Network Connectivity.
* Strived for elegance and simplicity in code while focusing on scalability, readability, and standards complicity.
* Experience working with in-app purchase applications for the iPhone/iPad along with distinct marketing based applications enhancing sharing through social networks and email.
* Experience with Subversion and JSON.
* Clear knowledge in Testing and Distribution of the App in the AppStore.
* Gathering requirement specifications for Web Application Development.
* Development, Testing, Troubleshooting and Debugging of the application.
* Established and maintain productive working relationship with management, clients and Team members.
* Proficiency with memory management - manual and automatic.
* Experience with Continuous mobile application development and management.
* Expertise in working on iOS, Cocoa Touch.
* Good working knowledge of Android and Java ME.

**Professional Skills:**

**Technologies** : **Java, iPhone, Android, Java ME, .NET, Mainframe.**

**Languages** : Objective C,C, C++, C#, Java, JCL, Cobol, CICS.

**Web Tech.** : Servlet, HTML, XML, JSON.

**Build Tools** : xcode 4.2 and above.

**Other Tools** :eclipse, Instrument, File merge.

**Server** : Apache Tomcat.

**Plat forms** : Mac OX, Linux, Windows Vista/XP/98/2007.

**Job Functions** : Requirement Analysis, Design, Coding, Release, Deployment,

Application Support.

**Data bases** : SQlite3, My SQL, IBM DB2.

**Certifications:**

* Mainframe Certified Specialist.
* CDAC Certified Specialist.

**Educational Qualification:**

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| **Duration** | **Name of Institute** | **Certificate** | **Performance** |
| 2010-11 | CDAC ACTS, Aundh, Pune. | CDAC Post graduation. | 69.72% |
| 2006-10 | Pad. Dr. D.Y.Patil Institute of Engineering and Technology, Pimpri. | BE(Electronics and Telecommunication) | 65.33% |
| 2004-06 | J.M. Science & Art College,  Newasa. | HSC | 74.83% |
| 2003-04 | J.M.Vidyalaya, Newasa. | SSC | 78.00% |

**Work Experience:**

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| **Eywa Solutions Pvt. Ltd. March 05 to Sept 03 2011 iPhone Developer** |

* Worked as a iPhone developer in the organization
* Responsible for application GUI design, Development, release and support.

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| **Tekreliance IT Solutions Pvt. Ltd. Sept 2011-Till Date Software Engineer** |

* Working as a iPhone developer in the organization
* Responsible for application GUI design, Development, release and support
* Currently working as leading **iPhone developer** in the organization.

**Project: Radio Asia.**

**Client: H.R.Shah.**

**Tools & Technologies: xcode 4.3 and above, iOS.**

**Team Size: 2**

**Role: Developer.**

**Responsibilities:**

* Created GUI design and develop that GUI for Application.
* Worked extensively with Objective C and Cocoa frameworks.
* Integrate Social networking support in the application like twitter, YouTube, Facebook and mail.
* Worked with UI Framework for the applications at hand.
* Worked with Backend team to communicate with Web Services.
* Followed a work data flow principle for design and development.
* Worked closely as and with testers developers.
* Debugging issues at onsite whenever required.
* Worked with Subversion to checkout and update the Code changes.
* Reported progress/challenges to Onsite Project lead
* Release app on app store.
* Interacting with the project team for requirements gathering and clarification.

**Project: MyTransAlert.**

**Tools & Technologies: xcode 4.3 and above, iOS.**

**Team Size: 1**

**Role: Developer.**

**Responsibilities:**

* Created GUI design and develop that GUI for Application.
* Worked extensively with Objective C and Cocoa frameworks.
* Worked with web services and protocols of the carrier to authenticate the user.
* Worked with UI Framework for the applications at hand.
* Worked with Backend team to communicate with Web Services.
* Maintained local Database in the App using SQlite3.
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development
* Worked with Backend team to communicate with Web Services.
* Worked closely as testers and with developers.
* Debugging issues at onsite whenever required.
* Worked with Subversion to checkout and update the Code changes.
* Reported progress/challenges to Onsite Project lead
* Release app on app store.
* Interacting with the project team for requirements gathering and clarification.
* Interacting with client for requirements gathering and clarification.

**Project: SumIt.**

**Tools & Technologies: xcode 4.3 and above, iOS.**

**Team Size: 1**

**Role: Developer**

**Responsibilities:**

* Created GUI design and develop that GUI for Application.
* Worked extensively with Objective C and Cocoa frameworks.
* Worked with UI Framework for the applications at hand.
* Fetching of data from XML and use that in application.
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* Worked closely as Game testers and with developers.
* Worked on game center integration and payment option.
* Debugging issues at whenever required.
* Worked with Subversion to checkout and update the Code changes.
* Reported progress/challenges to Onsite Project lead.
* Interacting with the client and project team for requirements gathering and clarification.

**Project: ParkIT.**

**Tools & Technologies: xcode 4.5, iOS.**

**Team Size: 2**

**Role: Developer.**

**Responsibilities:**

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* Worked extensively with Objective C and Cocoa frameworks.
* Worked with web services and protocols of the carrier to authenticate the user.
* Worked with UI Framework for the applications at hand.
* Worked on Caching the images, responses etc. for better user experience.
* Worked with Backend team to communicate with Web Services.
* Maintained local Database in the App using SQlite3.
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Debugging issues at onsite whenever required.
* Worked with GDB and Xcode for debugging.
* Worked with Subversion to checkout and update the Code changes.
* Reported progress/challenges to Onsite Project lead.

**Project: GPS Area Calc and GPS area pro.**

**Tools & Technologies: xcode 5, iOS (compatible for iOS 6 and iOS 7).**

**Team Size: 1**

**Role: Developer.**

**Responsibilities:**

* Created GUI design with designer and develop that GUI for Application.
* Worked extensively with Objective C and Cocoa frameworks.
* Worked with UI Framework for the applications at hand.
* Maintained local Database in the App using SQlite3.
* Worked extensively with Core Location framework.
* Integrate Social networking support in the application like twitter, Facebook, mail and SMS.
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Debugging issues at onsite whenever required.
* Release multiple versions of app on app store.
* Worked with Subversion to checkout and update the Code changes.

**Project: Augmented Reality Projects(For Builder, Furniture, Politics campaign)**

**Tools & Technologies: xcode 5, iOS (compatible for iOS 6 and iOS 7).**

**Team Size: 1**

**Role: Developer.**

**Responsibilities:**

* Created GUI design with designer and develop that GUI for Application.
* Integrated Metaio SDK with iOS framework.
* Worked extensively with Objective C, Cocoa frameworks and Metaio SDK.
* Worked with UI Framework for the applications at hand.
* Integrate Social networking support in the application like twitter, Facebook, mail and SMS.
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Worked with Subversion to checkout and update the Code changes.
* Interacting with the client and project team for requirements gathering and clarification.

**Project: Mac Browser Cleaner.**

**Tools & Technologies: xcode 5, Mac OX 10.7 and above.**

**Team Size: 1**

**Role: Developer.**

**Responsibilities:**

* Created GUI design with designer and develop that GUI for Application.
* Worked closely within a cross functional team of testers and developers.
* Debugging issues at onsite whenever required.
* Release app on mac app store.
* Worked with Subversion to checkout and update the Code changes.

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| **CDAC Projects** |

**Project: LOCATION INTELLIGENCE SERVICES**

**Tools & Technologies: Android.**

**Team Size: 4**

**Role: Android Developer**

**Description:**

It provide facilities to user get current location, can find Hotels, Hospitals, Colleges and Government places and get shortest path and direction to reach there for that used map in application.

**Responsibilities:**

* Gathering requirement of the project.
* Designed the project architecture.
* Designed GUI of the project.
* Writing android code to implement the algorithm of the project
* Unit testing and deployment of the project.

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| **Mainframe** |

**Project: Payroll system**

**Tools & Technologies: JCL, COBOL.**

**Team Size: 1**

**Role: Developer**

**Responsibilities:**

* Gathering requirement of the project
* Designed generic payroll processing system in COBOL and JCL.
* Primary task was to maintain various payroll generation scenarios according to employee positions and related activities
* Designed a database component to maintain employee payroll data.
* Performed unit tests on the modules.

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| **Academic Projects** |

**Project : LIGHT FOLLOWER ROBOT**

**Tools & Technologies : Assembly language.**

**Team Size : 3.**

**Role : Electronics components assembling and Coding.**

**Description :**

Robot follow according to light intensity, Controller ATmega32 is used for this.

**Responsibilities :**

* Gathering requirement of the project
* Gathering electronics parts.
* Designed the project architecture
* Assembling electronics part according to architecture.
* Unit testing and deployment of the project

**Strengths:**

* Analytical skills to solve the problem quickly.
* Excellent logical skills.
* Identifying issues and defining a solution for those issues
* Good communication skills.

**Other Interests:**

* Reading books.
* Everything about cricket.
* To solve a Rubik’s cube & Sudoku

**Personal Information:**

**Name :** Prashant Ashok Sawant

**Mother’s name :** Manda

**Address :** House No. 208, Matoshri Niwas, Bhenda, Tal- Newasa, Dist-

Ahemdnagar, PIN-414606.

**Date of Birth :** 06 June 1988

**Nationality :** Indian.

**Languages :** English, Hindi and Marathi.

**Gender :** Male.

**Marital Status :** Single.