

RESUME

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Objective:

I would like to be a part of an organization where I could use and enhance my knowledge and talent for the development of both the organization and myself.

Core Qualifications:

- Superior proficiency with XCode IDE, Cocoa-touch framework.
- Profound experience with Objective-C and Swift.
- Strong record of developing apps for iOS.
- Excellent critical thinking and problem-solving skills.
- Ability to work under pressure and meet timeline.
- Good Knowledge of interaction with web service APIs.

Professional Experience:

- I have 10 months of working experience as jr. iOS Developer in “**Virtuoso Infotech PVT LTD, Pune**” from 6th March, 2017.
- I have 6 months of working experience as iOS Developer in “**Coditas PVT LTD Pune**” from 20th July, 2016.
- Skilled iOS Developer with a strong current background in industry technology. Proven ability to work independently or as part of a team.

Professional Experience:

Project Title:	Surple Play (iOS) (Gaming App)
Technologies Used:	Swift, Cocoa Touch.
Details:	Surple Play is a free and revolutionary approach to gaming and viewing content. The game is fairly simple - view content, answer the questions within the time limit and stay on top of leader board to make real cash. The mechanics of game provide a highly competitive environment with Leader Board bonuses, and Special Prices.
Team Size:	5

Status:	Completed.
Link:	Surple Play

Project Title:	Dipsta Merchant (iOS) (Network Marketing)
Technologies Used:	Swift, Cocoa Touch.
Details:	Dipsta Merchant is an app merchant where merchant can create Campaigns (Same as Competitions) for their products. Prize distribution is taken place by the lucky draw.
Team Size:	5
Status:	Incomplete.
Link:	

Project Title:	Dipsta_Consumer (iOS) (Shopping/Lifestyle)
Technologies Used:	Swift, Cocoa Touch.
Details:	It's an app of free price draws and special offers. All you have to do is swipe or tap what interests you. User can sign up for free by email is or can go with social and can get unlimited participations across 12 categories. User can claim for the prices he got.
Team Size:	5
Status:	Incomplete.
Link:	

Project Title:	POS
Technologies Used:	Swift, Cocoa Touch.

Details:	It is a federal govt's app to manage the distribution of marijuana products. It allows to purchase the products (Drug's). You can use your own payment mode like cash, credit card or shield pay, but there is a restriction that you can buy specific amount for a day, a month or a year. You can also return a product but within given time and by the same payment Mode.
Team Size:	3
Status:	Completed.
Link:	Ad-Hoc

Project Title:	Unit X - Pro (Planet cloud platform) (Tab Application)
Technologies Used:	Swift, Cocoa Touch.
Details:	This is a work management app which helps the air house manager for assigning tasks to his workers according to their shifts, geofence and much more. User can see their pending tasks according to various filters like dates, their role, mark them as complete and also can fill the responses according to their tasks.
Team Size:	3
Status:	Incomplete.
Link:	

Project Title:	Unit X - Lite (Planet cloud platform) (Mobile Application)
Technologies Used:	Swift, Cocoa Touch.
Details:	This app is a light version of a main tab app where use can see their tasks (How much is completed; how much are pending by applying filters). User will get the notification whenever new task is assigned to him/her.
Team Size:	3
Status:	Completed.

Link:	Unitxpro-Lite
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Project Title:	Keza Dinning
Technologies Used:	Swift, Cocoa Touch.
Details:	KEZA is a dining app that connects suppliers, restaurants and consumers to optimize the journey of food from farm to fork. We aim to make healthy, local, and sustainable food options convenient and available to individuals and businesses.
Team Size:	3
Status:	Completed.
Link:	KEZA Dinning

Project Title:	AudioBookBazaar
Technologies Used:	Swift, Cocoa Touch.
Details:	AudioBookBazaar is the platform for those users who enjoy listening to the audio books. Users can pick a book according to their interest (there are different categories provided) download them and can listen t them.
Team Size:	3
Status:	Incomplete.
Link:	

Project Title:	FreeAudioBooks
Technologies Used:	Swift, Cocoa Touch.
Details:	Free audio books is the platform for those users who enjoy listening to the audio books. Users can pick a book according to their interest (there are different categories provided) download them and can listen to them. It's a free version with ads.

Team Size:	3
Status:	Incomplete.
Link:	

Project Title:	FreeAudioBooks Pro
Technologies Used:	Swift, Cocoa Touch.
Details:	Free audio books is the platform for those users who enjoy listening to the audio books. Users can pick a book according to their interest (there are different categories provided) download them and can listen to them. It's a paid version without ads.
Team Size:	3
Status:	Incomplete.
Link:	

Project Title:	Book Summaries
Technologies Used:	Swift, Cocoa Touch.
Details:	Book Summaries is the platform for those users who enjoy listening / reading to the books. Users can pick a book according to their interest (there are different categories provided) download them and can listen to them plus user can read the summary of the book while. It's a free version with ads.
Team Size:	3
Status:	Incomplete.
Link:	

Project Title:	Book Summaries Pro
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Technologies Used:	Swift, Cocoa Touch.
Details:	Book Summaries is the platform for those users who enjoy listening / reading to the books. Users can pick a book according to their interest (there are different categories provided) download them and can listen to them plus user can read the summary of the book while. It's a paid version without ads.
Team Size:	3
Status:	Incomplete.
Link:	

Education:

Qualification	University	Year	Percentage
B.E.(ENTC)	Shivaji University	2015	63%
H.S.C.	Maharashtra State Board	2010	60% %
S.S.C.	Maharashtra State Board	2008	74.42 %

Professional skills:

Technologies	C, C++, Objective-C, Swift.
Platform/OS:	Mac Os X, Windows.
IDE's:	Xcode.
Database:	SQLite, Core data

Professional development:

Completed Certification in “**iPhone App Development**” at BitCode Technologies Pvt. Ltd.

Course Modules:

- C, C++, Data Structures, Objective-C.

- iOS Programming.

Activities:

- Worked as a “Head Coordinator” for the “NCTET-2014/2015” held in college.
- Participated For “**TEXAS ANALOG MAKER**” Competition.
- Organized Various Events at College as well as Department level.
- Member of “**Technical Committee of Student Association**” on college level.

Hobbies:

- Listening music
- Playing Cricket.
- Watching TV.

Personal details:

Date Of Birth:	01 August 1992
Gender:	Male
Languages:	English, Hindi, Marathi
Strengths:	Hard working, Sincere, Honest, Adaptable, Great Ability to work as individual as well as in group. .

Declaration:

I hereby declare that the above information is true to the best of my Knowledge.

Place: **Pune.**

Harshal S. Yanpallewar