

ANAGHA JAYAPRAKASH

Software Engineer, iOS

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EDUCATION

University of North Texas - Masters in Computer Science

May 2023

SKILLS

Programming Languages: Swift, Objective-C, Dart, JavaScript, C, C++

Frameworks: SwiftUI, UIKit, Cocoa Touch, Flutter, React

Tools & Technologies: Xcode, Git, Jira, Firebase, CocoaPods

Libraries & APIs: Core Data, Core Bluetooth, Core Animation, Combine, URL Session, In-App Purchases, StoreKit

Other: RESTful APIs, GraphQL, MVVM, MCV

EXPERIENCE

iOS Developer | The Scene NY

Feb 2024 - Present

- Architected and developed the AI-driven iOS app from ground up with in-app purchase, subscription, and ad capabilities, for a user base of over 12k, within 2 months.
- Devised and implemented a modular architecture, resulting in improved app stability, and faster response times.

Software Developer | Tripudio Technologies LLC

Jul 2023 - Feb 2024

- Revamped UI/UX, resulting in improved user satisfaction and a more intuitive navigation flow.
- Reduced user clicks by over 30% on the Glide web app, streamlining user experience and reducing overall task completion time.

Associate Software Intern and Associate Software Engineer, iOS | Codemonk

Oct 2019 - Mar 2021

- Led development and successful launch of over 5 apps on both the App Store and Play Store, driving client and user retention. Owned building all of the iOS and Flutter features.
- Identified performance bottlenecks within an app, implemented optimization and debugging techniques, resulting in over 30% increase in app performance and productivity, and retention rates.
- Lead of 3 engineers in the activity tracking hiking application. I owned frontend features, devising an algorithm to track a hiker's progress. Delivered a robust solution that enhanced user experience and provided valuable insights into hiking activities.
- Advocated for the importance of comprehensive code documentation in project maintenance, improving company coding practices and standards.

PROJECTS

CoiNel (iOS)

- Engineered CoiNel iOS SDK, an iOS framework from scratch within 2.5 months, enabling communication with BLE thermal printers. Developed 2 iOS apps demonstrating its capabilities.
- Engineered an advanced dithering algorithm for high-quality colour to greyscale image transformation.

Zoos of Karnataka (Flutter- iOS and Android)

- Developed and launched Zoos of Karnataka within 3 days, garnering over 1k downloads and promoting animal welfare awareness, bringing in over \$8k in donations to zoos.
- Leveraged agile development methodologies to rapidly prototype and deploy the app, achieving quick market penetration.

Freespace Workplace (Flutter- iOS and Android)

- Designed and implemented a high-scale mobile app featuring a QR Code scanning system, empowering users to effortlessly access workplace amenity metrics, prioritizing user-driven development and scalability.
- Integrated secure server communication and mobile payment gateways, mitigating potential security risks.

Snake (iOS)

- Developed and implemented the captivating Snake game using Swift and SwiftUI, with a focus on precision control mechanisms for seamless manoeuvres.