

Anmol Raibhandare

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Career Objective

Passionate about building user focused, pixel perfect iOS mobile applications using industry leading frameworks. Currently seeking Full-Time opportunities for iOS Software Engineer positions.

Education

Master of Computer Science DePaul University (Jan 2019 – Dec 2020)

Courses: Object-Oriented Software Development, Algorithms and Data Structures, Distributed Systems, Database Systems, Prototyping, User Experience Research, User Interface Foundation, Interaction Design Principles

Bachelor of Engineering, Computer Science & Engineering (Jun 2012 - Jun 2016)

Parul Institute of Engineering & Technology

Courses: Business Intelligence and Data Mining, Parallel Processing, Web Application Development

Technical Skills:

Programming Languages: Swift, Objective-C, Kotlin, Java, C++, Python, JavaScript, HTML 5, CSS 3

iOS Frameworks: Core Data, Cocoa Touch, Alamofire, Network Requests and GCD, UIKit, SwiftUI, MapKit, Core Location, XCTest

Cloud/Storage: iOS File System, Firebase, iCloud, Cloud Kit AWS, GCP, Git (version control)

Prototyping Tools: Axure, Figma, Balsamiq, Loopback, Hotjar, Miro, Whimsical, Zeplin, WebAIM

UX Methods: Rapid Prototyping, Heuristic Evaluation, Storyboarding, Contextual Inquiries, Surveys, Usability Testing, Scenarios, Experience Maps, Card Sorting, Design Pattern, User Journeys

IDEs: XCode, IntelliJ, Eclipse, Android Studio

Experience:

iOS Developer, Udacity Nanodegree (Apr – Sep 2020)

- Implemented Core Data for local persistence of an object structure for rich app experience.
- Integrated concurrent programming using GCD (Grand Central Dispatch) for optimizing applications.
- Implemented reusable iOS software modules for interacting with back-end infrastructure.
- Hands on experience for Unit testing (XCTest framework), Test Driven Development (TDD), automated UI testing.
- Designed user interfaces which conforms to Apple's Human Interface guidelines, and integrates Apple defined standards for App's Lifecycle using MVC, MVVM architecture.
- Worked on Git and GitHub contributor workflows.

Graduate Assistant, Coleman Entrepreneurship Center, DePaul University (Chicago, IL) (Jun 2019 – Present)

- Build extensive marketing collateral to maintain up-to-date decks for a \$5 million-plus grant supported center.
- Designed personalized email campaigns for all platforms which increased brand identity by 27%, performed social media monitoring and executed data management using Salesforce cloud.

Projects:

Kea - Pet Tracker (Core Data, Alamofire, Firebase, Network calls, Core location, MVC Design Pattern) (Summer 2020)

- Designed and developed pets and their health tracking application using core animation, customized UI controls
- Proactively refactored pet's tracking data to reduce number of remote data pushes by 40% using persistent store.
- Prototyped and iterated designs based on data analysis and KPI's which increased user engagement by 19%.
- Encapsulated networking code to interact with public restful API for best design practices and security.

Virtual Tourist iOS Application (Core data stack, iOS File System, HTTP networking, MapKit, Flickr API) (Summer 2020)

- App to virtually travel around the world and build photo albums.
- Optimized 1000s of image downloads by implementing multithreading and storing in a relational local database.
- Polished UIKit components that intuitively communicate network activity using activity indicators.

Notebook iOS Application (Managed Objects, SQLite database, Core Text API) (Summer 2020)

- Enhanced note taking application by setting up NS objects.
- Refactored and enabled user interfaces to reactively update model changes using reusable components.
- Safely migrate user data between versions and move slow work to background thread.

Meme Generator iOS Application (UIKit, Delegate Pattern, Segues, Navigation, UI Layouts) (Spring 2020)

Developed an app that enables users to take a picture, generate a meme and share it online, with the implementation of table views and collection views, data sources, delegates, view presentation and segues.

Achievements: iOS UX Designer Nanodegree Certification, Google's student developer club member.