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| Anusha Patil Web & iOS Application Developer | | | | | |  | | | Cell: (+1)  Email: anushacs.patil@gmail.com  1117 Marquette Avenue  Minneapolis, 55403 |
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| Synopsis |  |  | * I have overall 4.5 years of experience as a software developer in e-learning and e-commerce domains. * Have 1.5 years of experience in web technologies, played vital role in a team (two members) to build react application from scratch. * Have 3 years of hands on experience in software product design and development in the mobile domain-iOS. | | | | | | | |
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| Skills |  |  | **Programming languages** | | | | **React JS, HTML, CSS, JavaScript ES6, Node, Swift, Objective C.** | | | |
| **Web services** | | | | **RESTful (developed, consumed), SOAP (consumed)** | | | |
| **Mobile and Supporting technologies** | | | | **iOS and XML, JSON** | | | |
| **IDE/Tools** | | | | **Visual Studio Code, Eclipse, Xcode, Interface builder, Instruments, Source tree, iOS –Simulators, Unity.** | | | |
| **Production Supporting Tools** | | | | **Kibana, NewRelic, Splunk and Fabric to see the app analytics** | | | |
| **Learning** | | | | **React native.** | | | |
| **Operating Systems** | | | | **Windows, Mac OS (Cocoa Touch framework).** | | | |
| **Database Knowledge** | | | | **SQLite, Core Data and PostgreSQL** | | | |
| **CI/CD** | | | | **Git, Drone 6, Artifactory, Docker, and Rundeck** | | | |
| **Development Methodologies** | | | | **Agile, Waterfall and Sprint** | | | |
| **Versioning, project management tools** | | | | **Git, SVN and Jira, BugZilla** | | | |
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| Work Experience Details |  |  | **Roles and Responsibilities:**   * Feature development, Defect fixing, Attending the business meetings, gathering requirements, writing the test cases, testing, automation and setting up continues deployment using tools.   **Companies worked:**   1. **Target Corporation India Pvt Ltd** as Senior Software Engineer:  * Worked on Mobile application iOS using Swift from April-2016 to March-2017. * Worked on Web application using React JS – 15+, Node, NPM, Yarn, HTML, CSS, JavaScript from March-2017 to October-2018  1. **Hurix Systems Pvt Ltd** as Software Engineer:  * Worked on Mobile application iOS using Objective-C, Swift from March-2014 to April-2016  1. **Aspire Info Labs Global Pvt Ltd** as Software Engineer Trainee:  * Trained on Computer Science Fundamentals and Software Development – December 2013 to Jan 2014. * Trained on iOS – Jan 2014 to March 2014.   **Web Technologies:**   * I was working as a senior front-end engineer to build **Target Vendor Income (TVI) and Partners online (POL)** applications with technology stack of Node, React 16, Thunk, Webpack, Yarn, NPM, Jest, web driver and more other supporting frameworks. * Built our own list of reusable components using Storybook and published in NPM. * Hands on experience in using IDEs, browser debugging tools, trouble shooting on setup and installations, versioning commands/tools and initiating a project etc. * Worked on setting up CI/CD pipeline for the projects using git, drone 6, creating docker containers, using docker images, keeping build in artifactory, scheduling run deck and notifying to the slack channel/ Email. * Worked on Target internal framework Shuttle-IO to communicate to the slack channel and used Target internal framework Praxis. * Done setup and also worked on automation of the projects using **webdriver IO** framework. * Have intermediate knowledge in building RESTful web services and Postgre SQL database.   **iOS:**   * Have experience in iPhone, iPad application development – Multi-threading, GCD, Push notifications, memory management. * Experience of App submission to App Store, Apple Developer Member Centre. * Worked on Augmented Reality – integrating the Unity iOS project into Swift iOS project and used Unity tool to make iOS project out of Unity code. * Cocoa pods, Push notifications & App extensions. * Communicating with iCloud storage from app using UIDocumentationViewControlle * Module, controller structuring based on the model view controller design pattern * Newrelic and Splunk – writing queries, creating dash board and adding alerts for service failures by mentioning threshold and service failures data tracking * Preparation of project related document such as requirement, design, code review and defect list review document and Prepared technical documentation on current working project (Target Kid’s Wish List). * Involved in development and enhancement of product called “Target Kid’s Wish List” and worked on all the service implementation alone from end to end.   **Cross-platform:**   * Have beginner level of experience in React Native | | | | | | | |
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| Project Details |  |  | **Target Corporation India Pvt Ltd:** | | | | | | | |
|  |  | * ***Partners Online 2.0:***   **Team Size**: 2 | **Product link:** [https://partnersonline.com](https://www.partnersonline.com/)  **Overview:** Partners online (POL) represents the first point of contact for the digital vendor experience. The application contains the on boarding process for the vendors to do business with the target which establishes the terms and conditions of the target for doing business with target.  Once you agree the terms and conditions of the Target through POL application, it will allow you to access 35+ target internal applications to do business.  **Language:** React JS – 16, Node, NPM, Yarn, Thunk, HTML, CSS, JavaScript  **Tools:** Visual Studio Code, Redux Dev Tools (chrome extension)  **Environment:** Chome, Safari and IE   * ***Target Vendor Income***   **Team Size**: 2  **Overview:** The Negotiation/Vendor Income portion of C-NA is used by merchants and business partners to document and manage vendor income agreements. Vendor income is the general term for dollars’ vendors give Target for a variety of reasons (advertising funding, markdown allowances, slotting fees, volume rebates, etc.). The tool requires specific documentation to ensure Sarbanes-Oxley (SoX) compliance.  The agreements system is used by Merchandising to house and help manage negotiated contracts (not vendor income related) for things such as designer agreements, license agreements, and supplier agreements.  **Language:** React JS – 15+, Node, NPM, Yarn, Thunk, HTML, CSS, JavaScript  **Tools:** Visual Studio Code, Redux Dev Tools (chrome extension)  **Environment:** Chome, Safari and IE   * ***Target Kids’ Wish List:***   **Team Size**: 2  **Overview:** The Target Kids’ Wish List app is a fun and interactive way for parents to help their kids create their birthday or any other type of wish lists by browsing the top kids’ categories, searching for items or scanning them in a Target store. Parents download the app and create wish lists for their kids, then let them begin exploring the app to fill it with the items they want most, and discover other fun features along the way. Parents can easily access Parent Mode to manage each of their kids’ wish lists, purchase items, share wish lists or individual items with friends and family, and even track everyone’s purchases. It’s easy for parents and fun for kids.  **Language:** Swift (Version: 2.3)  **Tools:** Xcode, Storyboard and Interface builder.  **Environment:** iPhone, iPad.  **Hurix Systems Pvt Ltd:**   * **Kitaboo:**   **Team Size**: 5 | **Product link:** [**https://itunes.apple.com/in/app/kitaboo-ebook-reader/id774949228?mt=8**](https://itunes.apple.com/in/app/kitaboo-ebook-reader/id774949228?mt=8)  **Overview:** Kitaboo is an advance eBook reader. It is capable of playing eBooks enriched with audio video contents. It is also capable of loading HTML activity for interactive learning. Kitaboo integrates with Kitaboo Digital Publishing and Distribution Platform, using which user can publish and distribute their content.  **Language:** Objective-C, Swift  **Tools:** Xcode, Interface builder and Storyboard.  **Environment:** iPhone, iPad.   * **McGraw-Hill K-12 ConnectED Mobile:**   **Team Size**: 2 | **Product link:** [**https://itunes.apple.com/in/app/mcgraw-hill-k-12-connected/id544549986?mt=8**](https://itunes.apple.com/in/app/mcgraw-hill-k-12-connected/id544549986?mt=8)  **Overview:** ConnectED is E-book reader. In this project will provide framework of reader like third party library. Which will provide major functionalities like highlight on page content (text) underline & make a box on text, search & bookmark. Here will provide them UGC sync facility which will never store locally will directly sync to server of each page.  **Language:** Objective-C  **Tools:** Xcode, Interface builder.  **Environment:** iPad.   * **Media fix:**   **Team Size**: 2 | **Product link:**  [**https://itunes.apple.com/au/app/mediapix/id916226337?mt=8**](https://itunes.apple.com/au/app/mediapix/id916226337?mt=8)  **Overview:** MediaPix is an interactive Media book Reader App. The App comes in a stunning design with refreshing interface that enables media book download capabilities and a host of features to enhance users key lifetime memories. MediaPix seamlessly integrates to provide user impactful multimedia stories of the key events of his life with photos, videos, audios and text. MediaPix combines with its Digital Publishing and Distribution Platform to enable user to publish and share his weddings, travel, birthday and other stories securely with family and friends.  **Language:** Objective-C  **Tools:** Xcode, Interface builder and Storyboard.  **Environment:** iPhone, iPad. | | | | | | | |
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| Education |  |  | **VTU University** 2009 – 2013 | | Bachelor of Engineering in Computer Science from Cambridge Institute of Technology Bangalore with First Class and Distinction. | | | | | |
| Awards |  |  | Got Q3 – Rewards and Recognition award in Target Corporation India Pvt. Ltd for Being-Accountable, within 5 months of the joining. | | | | | | | |
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| Personal Details |  |  | **Gender** | | Female | | | | | |
| **Languages Known** | | English, Kannada, Telugu and Hindi | | | | | |
| **Marital Status** | | Married | | | | | |
| **Hobbies** | | Listening music, playing foosball and chess | | | | | |
| **Nationality** | | Indian | | | | | |