**BASAVARAJ P. HALLIKERI**

**Address: Marathalli Near Innovative multiplex, Email:basavarajph@gmail.com Bangalore,** 560037 **Conatct: +919886735698**

* A result driven professional with **6+** years of experience in Requirement Analysis, Planning, Design, Development, and Debugging of **iPhone** **Applications and Games.**
* Currently associated with **Symphony Teleca Corporation**, India as a Sr. Software developer.
* I am very good at high level object oriented design and developing the complete architecture of iPhone applications.
* Highly skilled developer and architect to provide the permanent solution for any kind of mobile application requirement.

**Education:** B.E. in Electrical and Electronics from VTU, Belgaum.

**Previous Experience:**

* Sr Software Engineer at Symphony Teleca Corporation India, from Feb 2013 to till date.
* Software developer Endeavour software technologies India, from Mar 2011 to Jan 2013.
* Software Engineer Permeative Technolgoies India, from June 2008 to Feb 2011.

**Technical Skills:**

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| Programming Languages | Objective C, C, C++, Swift Basics. |
| Technology | Mobile technology(**App** and **Game** development). |
| Operating System | iPhone OS, Mac, Linux, Moblin,Windows7 |
| Tools | X Code, X Code Instruments, Eclipse, GIT and gerrit, SVN, Mantis Bug tracker. |
| Game Engines Known | **Cocos2D** with Box2D and chipmunk. |
| Verticals | Telecom |
| Others | All design patterns, Core Data, xib, storyboard, HomeKit, Multithreading, OTP authentication, JSON, Sqlite3, TinyXml, SOAP, StubClass, Plist, Cocos2d-x. Agile Methodologies. |

**Functional:**

* Having deep understanding of how to apply all design patterns.
* Extensive experience in write complex logic as I have developed more than dozens of games alone from scratch which are available in appstore.
* Excellent debugging and troubleshooting skills.
* Highly creative and self-motivated with a go getter attitude.
* Developed many POC’s for client.
* Conducted training sessions for juniors on iPhone development while handling the development work.
* Implemented many custom UI controls and many reusable components.

**Awards and recognitions:**

* My own developed iPhone game "**Constella Major**" has been selected as New and noteworthy section in app store.
* “Run Fast” was listed as the top 2nd game for one of the US client.

**Projects Summary:**

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| **1. Project Title :** **CareInSync** |

Platform : iPhone/iPad App. (Objective-C)

**Roles and responsibilities:** Involved bug fixing and feature development.

**Description:** CareInSync is a native ios app which enables authorized users to collaborate and coordinate safe and smooth patient care transitions for healthcare providers.

https://itunes.apple.com/us/app/frost/id605494138?mt=8

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| **2. Project Title :** **Ventana Virtuoso** |

Platform : iPhone/iPad App. (Objective-C)

**Roles and responsibilities:** Involved in Design and development of the application.

**Description:** Ventana Virtuoso mobile app is the a comprehensive pathology solution for viewing, managing, and sharing digitized glass slides and also case management, reporting, case accessioning and collaborating.

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| **3. Project Title :** **Frost Bank** |

Platform : iPhone Banking App. (objective-C)

**Roles and responsibilities:**

* Developed POC’s to replicate the frost bank application, the outcome of this POC helped in getting the one of the major project.
* I was technical architect for the app.
* Reusable Stub class to simulatethe server.
* Reusable PSD overlapper using which UIAlignment can be checked.
* Reusable customized keyboard and shared menus and quick task menus.
* Reusable custom calendar.

**Description:** The Frost Bank mobile solution is its need for providing a secure and reliable iPhone client Application that will help a Bank’s consumer access his/her account with ease and use all the features on the move. but at the same time ensure the data, communication security, speed and flawless connectivity Bank backend systems.

**Features:**

1.Strong authentication.(OTP Validation, used Oauth string).

2.By sending the snaps of a check, user can deposit the check.

3.Find the ATM locations.

4.Quick/Upcoming/Recurring money transfer.

5.Search by Date, Keywords, Amount, Check number.

6.Dynamic Error handling.

https://itunes.apple.com/us/app/frost/id605494138?mt=8

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| **4. Project Title :** **e-MDs** |

Platform : iPhone/iPad Medical App. (objective-C)

**Roles and responsibilities:**

Finding the root cause of major issues and fixed the bugs within the timelines.

**Description:** e-MDs Chart for iPad combines the power of e-MDs Solution Series with the mobility of your iPad. Designed for busy healthcare professionals, our native iPad EHR gives you comprehensive, secure, and convenient access to patient information at any time and from anywhere.

  - Full clinical documentation capabilities including templates, free text macros, and voice dictation  .

-View your daily schedule, results notifications and messaging on the go Access complete patient history from  anywhere.

 - Workflow supports patient check-in, in room management, check-out. One-Touch chart launch.

  - Convenient charge capture and E&M advice.

  - Supports advanced revenue recognition.

  - Full e-prescribing capabilities.

  - Secure 128-bit encrypted mobile connection; HIPAA friendly--no patient data stored on iPad.

<http://itunes.apple.com/in/app/e-mds-chart/id522499234?mt=8>

<http://itunes.apple.com/in/app/e-mds-rounds/id433254776?mt=8>

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| **3. Project Title** : **Relish** |

Platform : iPhone Business App. (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Relish! offers the plan to get you out of your dinner rut for good, now available on your iPhone. Choose your weekly menu, customize your shopping list (even add extra items to your list!), save your favorite recipes and browse using the advanced search.

The website and the app sync and make your week night cooking simple and delicious.SEARCH recipes from your favorites that you’ve created or browse using our advanced search by category, meal name or ingredient.  
SHOP using the customized grocery list that’s broken down into the categories of the grocery store. Monthly freezer meals can also be added so that you have just one grocery list.  
The details are synced with your Relish! account online, so that you can prepare your menu from your home or office and it will transfer to your iphone.

<http://itunes.apple.com/in/app/relish/id339861180?mt=8>

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| **4. Project Title :** **PunchMo** |

Platform : iPhone Lifestyle App. (objective-C)

**Roles and responsibilities:**

Finding the root cause of major issues and fixed the bugs within the timelines.

**Description:** Punchmo is a free mobile app that acts as a digital key ring for your loyalty "Buy 5, Get 1 Free" punch cards.   Earn free food and merchandise from local businesses by scanning a code at the register. You can also opt to receive great offers and special promotions from businesses near you. Remain completely anonymous or create an account - it's your choice! Punchmo values your privacy. No longer worry about losing or forgetting your cards. They're always there for you!

<http://itunes.apple.com/in/app/punchmo/id521966211?mt=8>

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| **5. Project Title :** **iSeeVideo** |

Platform : iPhone Utilites. (objective-C)

**Roles and responsibilities:**

Finding the root cause of major issues, Enhancement of the project(CR).

**Description:**The iSeeVideo application enables the users to watch live video feed on their mobile phones, as captured by their Napco Security Technologies' security camera(s). Pan / Tilt with remote recording commands are also supported.  To bring this service to as many users as possible, the application has been designed for multiple languages.

<http://itunes.apple.com/in/app/iseevideo/id423300472?mt=8>

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| **6. Project Title :** **UnTangle** |

Platform : iPad Game. (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Tangled (Untangle) is a hard, tactical game with a unique strategy of its own. The game concept goes like this. Different shapes connected via nodes and paths appear on the screen in a tangled manner. Try to merely untangle the tangled nodes. You have to move the nodes in such a way that no line crosses or overlaps each other. Every level gets tougher as you proceed further and allows you to solve a brainteaser every time.

Time and Moves are restricted depending on the complexity.

**Wrote level editor**, where you can edit the levels and can **write/save in plist file**.

<http://itunes.apple.com/in/app/untangled-hd/id426672227?mt=8>

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| **7. Project Title : MyPrayerLists** |

Platform : iPhone Busness App. (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Many people aren't sure who to pray for and end up forgetting to pray at all. This is not healthy for a spirit filled life.Others forget to pray for those they promised they would pray for because they don't have an organized way of keeping prayers.Get a new list of prayers each day. Be reminded of important needs in both your life and others. Easily attach pictures to your prayers and sort them into prayer groups. The PERFECT Addition to your Daily Bible Reading!!Additional Features:> Color code your prayers categories> Easily import people to pray for from your address book.> New daily verse reminding you of the importance of prayer.>Organize your prayer requests into groups>Attach pictures directly from your camera>Shake your iPhone or iPod Touch while in the Pray Now button for a new prayer list!>Set how many people to pray for each day by tapping on a list.

<http://itunes.apple.com/in/app/my-prayer-lists/id296817598?mt=8>

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| **8. Project Title : WitU** |

Platform : iPhone Business App. (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

This project is designed and developed to make free restaurant reservations at more than 15,000 WitU-enabled restaurants in the United States, Canada, and United Kingdom.

HOW IT WORKS:

Specify your dining date, desired time and party size to view available tables at nearby restaurants – listed by proximity or plotted on an interactive map.

- SEARCH by restaurant name.

- FIND restaurants nearest to your current location & see real-time table availability.

- MAP results with an interactive, location-based map.

- REFINE results by cuisine, price, reservation time, or points awarded.

- SEE restaurant menus & open table diner ratings and reviews.

- REVIEW - Quickly see recently viewed restaurants

- RESERVE your table free!

- Manage upcoming reservations & browse previous reservations.

- Retrieve and Manage your favorite restaurants

- Earn Dining Rewards Points redeemable for Dining Cheques good at any WitU restaurant.

- Invite dining companions via email.

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| **9. Project Title :** **iDecider** |

Platform : iPhone Business App. (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

This application will help you to take right decisions say in buying a car, there you first prepare (questions) yourself what is important and what is not important in car(like color, mileage, number of gears) in descending order of importance(Value). and also answer them.And you can take different friends openions.

and finally compare them and check the result you will be surprised that you took right decision.

and you can **create/add/edit/delete/** reorder/sort the questions and answers depending the your importance. Can **add/edit/delete** friends photo by capturing their photo live and **saving them to the photo album library.**

Used SQLite Database Browser 1.3 as a database.

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| **10. Project Title : Costella Major** |

Platform : iPhone Game/ipad(objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Apple has selected "Constella Major" in the **New and Noteworthy section** in AppStore. Constella Major is a mindboggling game that will rattle your brain and will make your fingers nimble. Connect all randomly generated stars on the screen and build a constellation.

Connect the stationary stars by dragging the Stellar sphere to generate straight or flexible lines. Connect the stars using these lines and build the constellation to proceed to the next level.

As you advance through the levels of Constella Major, you can use a single Stellar sphere with a combination of straight lines and flexible(curved) lines to connect the stars.

Global and personal high scores.

<http://itunes.apple.com/in/app/constillamajor/id377384939?mt=8>

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| **11. Project Title : RunFast** |

Platform : iPhone/Ipad Game (Cocos2d –iPhone) (objective-C)

Role : Designed and developed from scratch alone.

**Description :**

Run Fast was the **top 2nd game** on the client list of games.

Run Fast is an addictive game where, the goal is to Run and jump over to the next tree bridge. The challenge is the quick reflex and accurate timing required to jump to the next bridge and avoid the Pits of death! As you run your speed keeps on increases and you need to avoid falling into those death traps which actually are the gap between the tree bridges..! The controls required to jump is just a tap on the screen.

TileManager is used. Added OpenFeint, GameCenter and Ads.

<http://itunes.apple.com/in/app/run-fast/id396878524?mt=8>

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| **12 . Project Title : Wonder World** |

Platform : iPhone Game(objective-C)

Role : Designed and developed from scratch alone.

**Description** **:**

Drive the crazy fish **through different circular creepers** in the **underwater** world. There are dangerous hurdles to avoid death. The deadly poisonous red Sea Sponge, Red Sea Flower, Red Algae, Jelly fish, Sea horse, Star fish, Crabs are at a will and wish to kill the crazy fish. Avoid touching these dangerous hurdles and make your way to victory. There are 5 bonus levels are added.

There are 30 levels of exciting fun with 5 bonus levels for you to score more. Pause and run through the game play screen to check the different hurdles and plan your move accordingly.

2 different modes of control: 1.using **accelerometer**, 2.Tap buttons to control the movement of fish.

<http://itunes.apple.com/in/app/wonderworld/id377382325?mt=8>

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| **13. Project Title :BloonShooter** |

Platform : iPad Game (cocos2d) (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Bloons Shooter is an addictive game where, the goal is to aim at the ballons/birds and hit them, as they are coming from different directions with limited number of arrows.

Features:

Spike balloons: when you hit this, some spikes will fall down and clearing items on the way.

Different hot air balloons to get bonus points.

Parachoots to get bonus arrows.

Freeze balloon to freeze the screen for some time so that you shoot the items on the screen.

As level increases more balloons and birds will be added and you have to clear as many as you can.

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| **14. Project Title :FeedOn** |

Platform : iPhone/iPad Game(Cocos2d-iPhone)(objective-C)

Role : Designed and developed from scratch alone.

**Description:**

Feed On is a cool game, where you have to feed various shapes like Circle, Square and Triangle with food. Check for color of the shape. If the color is Red, then feed the shape twice, if it is Yellow, then once and if the color is Green, then there is no need to feed.

The idea of this game is very clear. Your task in this puzzle is to feed the hungry shapes so that, at the end of the level, none of the shapes is left hungry and all the shapes remain on screen. Don't let any shapes wander off the screen.

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| **15. Project Title :DogTrap** |

Platform : iPhone/Ipad Game (Cocos2d –iPhone) (objective-C)

Role : Designed and developed from scratch alone.

**Description:**

DogTrap is simple game where, the goal is to rescue a stranded puppy safely to its mother. Sounds simple, apparently it’s not! In this game, the puppy is stranded on a “Leveller” platform which rises up only when the “Rescue Blocks” are arranged on the other end. These Rescue  Blocks are dropped when the puppy is made to pull the Pulley. Different shapes of Rescue Blocks will drop from the “Dropper”, you need to tap and rotate to arrange these Rescue Blocks in the order to form a tower

Added Open feint, game center and Ads.

<http://itunes.apple.com/in/app/dog-trap-for-ipad/id385442648?mt=8>

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| **16. Project Title :iTwirl** |

Platform : iPhone Game /MeeGo Desktop Game(Clutter) (C++)Role : Designed and developed from scratch alone.

**Description :**

iTwirl is an addictive game where, the goal is to arrange the cells in the right image according to the displayed left image by tapping the cell that **must** be surounded by 6 cells (that look like a flower) and rotate the cells as you required in clockwise or anticlockwise direction.

Each level has fixed number of moves. But as the level increases moves also increases. By tapping the cell every time the moves goes on decreasing.If you fail to match the right image with left image, within fixed moves, game get over.

Can store global high scores and option to **save** and **restore** the game when the phone rings or player quits the game.

<http://itunes.apple.com/in/app/itwirl/id362797601?mt=8>

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| **17. Project Title : Moving Balls** |

Platform : iPhone Game. (objective-C)

Role : Designed and developed from scratch alone.

**Description :**

Its a Fun game of balls . Really very good time pass game . Just need to collect the same kind of balls to the region where they belong to . The balls pass through the small dynamically moving slider in the middle of partition

Can store local high scores and global high scores and option to pause and save the game when the phone rings or player quits the game.

<http://itunes.apple.com/in/app/movingballs/id362821051?mt=8>

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| **18 . Project Title : NumberTwist** |

Platform : iPhone Game. (objective-C)

Role : Designed and developed from scratch alone.

**Description :**

NumberTwist is an time pass brain twister game where, the goal is to cleverly arrange the randomly swapped numbers into its numerical order by swiping the finger in the swipe area to move the highlighting square grid and then Slide your finger over the numbers in that square grid and arrange them in the ascending order. Unlimited game play time.

<http://itunes.apple.com/in/app/numbertwist/id377377960?mt=8>

**Training:**

Undergone training in Advanced C, Data structure, Linux internals, IPC, system programmingin **UTTARA** Software Academy in Bangalore.

**Personal Details:**

Date of Birth : 27– 03– 1983.Linguistic Abilities : English, Hindi, Kannada.Marital Status : Married.

I declare that the information given above is true to the best of my knowledge.

*Place: Bangalore (Basavaraj P. Hallikeri)*