

PROFILE

Freelance Software Developer

CLIENTS

SDK DEVELOPER, FANLYTIKS 2017-2018

Built the iOS SDK for Fanlytiks from scratch, which is primarily an analytics library focused on gathering data from users for fan engagement. Architected, Built and Documented the SDK as a solo developer.

MOBILE DEVELOPER, FITSMIND 2017-2017

Consulted with Fitsmind, to help architect their iOS application and worked with the team to refactor bits of their app.

LEAD DEVELOPER, SLYK; 2016-2017

Architected and built their backend with Rails from scratch and built an iOS MVP.

SOFTWARE ENGINEER, HAPPYFUNCORP; BROOKLYN, NEW YORK 2015-2015

I was a part of the team working on the voting platform for The Webby Awards 2015, which was a Rails application, and handled their email campaigns across millions of users.

DEVELOPER, MUSEJAM; INDIA 2014-2014

I helped setup their platform and populate database mining data with Ruby.

PROJECTS

ARTX

ARTX is an iOS app that uses Augmented Reality capabilities of the iOS device to create a fun experience to place titles and capture it in AR.

SHORTKITS

Shortkits is a chrome extension that helps people use keyboard shortcuts on web apps.

EDUCATION

SRM UNIVERSITY, INDIA — B.TECH 2010-2014

SKILLS

iOS, Ruby on Rails, Git, Heroku, Postgres, Sketch, After Effects, Vim, Sinatra, NodeJS, React, Redux