

## **Summary**

Although my primary skill is iOS for which I have experience of 3 years, web development interests me primarily because web is accessible on all devices. If my profile web site impresses you let me know!. I do have experience in writing backend in swift and I would be comfortable switching to node or python.

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## **Web – Vue.js:**

Dharay.com is developed by me using Vue.JS. its backed by a small node JS server and hosted on an AWS micro ec2 and its SSL certificate provider is Let's encrypt.

It is created using Vue-cli on visual studio. Most animations are done using javascript hooks provided by Vue. Components are extensively used for reusability.

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## **iOS skillset:**

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|-----------------|---|
| • Basic RxSwift | • Basic core data                                 |
| • Codable       | • UIKit Auto Layout and Animations                |
| • MLKit         | • 3 <sup>rd</sup> party framework/API integration |
| • SceneKit      | • Git   |

## **Corporate iOS Project Experience:**

**iOS developer, Deloitte Consulting: June 2019 – present**

**Client: Massage Envy**

As an iOS developer worked in a team of 5 to maintain a consumer facing app with more than 700k downloads and 2 other internal apps .

- Worked on developing and maintaining apps with a massive codebase.
- Successfully implemented newer framework like Codable.
- Worked closely with client and designers to define a rich user experience for the user.
- Helped teammates to achieve complex UI implementation

## Swift developer, Infosys: Dec 2016 – May 2019

**Client: Apple**

As a swift developer at Infosys, I've had the opportunity to learn code ethics and software design directly from Apple Engineers! During the 2+ years' experience I've had with working for **Apple**, I've not only gained experience on iOS development on swift but also on technologies like UI Automation and back end technology which fairly new i.e. Swift on server.

- **iOS full stack development:**

Helped develop a small full stack iOS POC project where a retail store user can service product requests to serve customers. App was written in swift implementing basic UIKit elements. Server was built on Kitura framework.

- **UI Automation:**

Worked on automating test cases for Mac and iOS applications. iOS application had the need of networking on UI automation module. Design and implemented complete networking architecture, including encryption of authentication tokens.

- **Backend development in swift (Swift on server):**

Worked on handling RESTful api requests, validating authenticating tokens. Implemented new APIs. It calls various other micro services and responds back. Also gained basic knowledge of server deployment process (using Apple internal infrastructure).

## iOS personal projects:

- **Harmony Music Player:** <https://itunes.apple.com/us/app/harmony-music-player/id1416708656?ls=1&mt=8> : (Unpublished since 2019)

A Music player app designed and developed by me during my spare time. Implements **collection** view with **custom flow** layout, **core animation**, **NotificationCenter** **core data** with relationships between entities Available since 26 July 2018.

- **Swift On Server/Full stack iOS project :** <https://github.com/dharay/stacked-notes>

A notes app backed up by a Kitura swift-on-server.

- **Machine Learning:** <https://github.com/dharay/shirtOrTshirt>

An image classification app to distinguish between a shirt and a t-shirt using ML Kit. ML model trained and created using Turi create and a data set of 6 images each.

- **RxSwift + SceneKit + Animations:** <https://github.com/dharay/SkyRoads>

A small iOS app/game which features several of my swift skills.

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### **Unity, Android platform:**

#### **Unity 3d developer Intern, Teen patti 3D Pvt Ltd : Oct - Nov 2016 (3 weeks):**

Helped create a 3D cards game. Focused mainly on UI and interactions/animations.

- **Alien Buster:** <https://play.google.com/store/apps/details?id=com.ForeverKnights.AlienBuster>

A basic VR shooting game, can be played with or without google cardboard.  
Created in my early days as an attempt to understand exciting new VR technology through unity3D game engine.

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#### **Education:**

- **Udacity** : iOS nano-degree (November 2016)
- **KJ Somaiya College of Engineering** : B.E. Electronics (July 2016)
- **Pace Junior Science College**: HSC(July 2012)
- **St. Francis School**: SSC(July 2010)

#### **Achievements:**

- A good rep and several answers on stack overflow  
<https://stackoverflow.com/users/8268966/dharay-mistry>
- Python and problem solving badges obtained on hacker rank  
<https://www.hackerrank.com/dharay>