

Dhrushit Raval

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PROFESSIONAL SUMMARY

iOS Software Developer with 5+ years total experience, with expertise in Swift, SwiftUI, and UIKit. Proven track record in fintech and education technology, enhancing UX, optimizing performance, and streamlining processes. Skilled in leading teams, troubleshooting complex issues, and cross-functional collaboration in agile setting.

SKILLS & CORE EXPERTISE

iOS: Swift, UIKit, SwiftUI, XCTest, GraphQL, REST API, GCD, XCode, CocoaPods, MVVM

Web: TypeScript, Javascript, NodeJS, Webpack, Cocos2dJS, YeomanJS, Jest

Other: Python, Java, Rust, Splunk, Amplitude, AWS, Jenkins(CI/CD), Git, JIRA, MongoDB Atlas

EXPERIENCE

Intuit Inc.

Mountain View, CA

Software Engineer 2

Feb 2023 – now

- Developed **Instant Money transfer feature** to add and transfer funds from their checking account to VISA/Mastercard debit cards (**Apollo GraphQL** and **REST APIs**), driving **3000+ monthly transactions**.
- Boosted monthly signups by over 600 and facilitated over 80 daily fund deposits for QBChecking through **reusable half-sheets** and modals, effectively educating users on QBChecking benefits.
- Enhanced unit test coverage with **XCTest** by **10%**, enhancing the reliability and robustness of the module.
- Leveraged **Splunk** and **Amplitude** to troubleshoot and resolve customer issues through log analysis and root cause identification helping to retain customers.

Intuit Inc.

Mountain View, CA

Software Engineer Intern

May 2022 – Aug 2022

- Improved user experience by developing dark mode for CashFlow module in QuickBooks iOS application.
- Created an error banner UI to notify users of service outages, enhancing transparency and communication.
- Implemented resend for the Multi-Factor-Authentication, allowing user to avoid restarting the verification process.

Playpower Labs

Gujarat, India

Senior Software Engineer

Aug 2018 – Jul 2020

- Led a team of 3 to develop games like JumperGym and CosmicReader played by **30,000 students daily**.
- Simplified and streamlined the **development lifecycle** to reduce the project delivery time by **3x**.
- Architected **SDK** that improved module reuse in the projects, optimized memory for low-end devices enabling 10,000+ devices to run our games, and accelerated testing through pre-configured standard tests.
- Accelerated project timelines, saving 16+ hours per project by using Yeoman.js to develop a starter code generator and reusable SDK modules saving over **\$50,000** for the company across multiple projects.

Playpower Labs

Gujarat, India

Software Engineer

Aug 2017 – Jul 2018

- Build education games (RoboDog, Elebot, more) in **TypeScript** with Cocos2dJS, Webpack and NodeJS.
- Contributed to research on gamification by creating in-house games and integrating AB tool UpGrade.

Research:

- Optimizing an Educational Game Using UpGrade: Challenges and Opportunities — [Link](#)
- Should We Add a Progress Meter? How A/B Testing Can Support Rapid Cycles of Data-Informed Design — [Link](#)

Samsung RnD

Delhi, India

Corporate Assistant Engineer

Jul 2016 – Aug 2017

- Diagnosed and resolved issues for Samsung's Android E-Mail application customers.
- Collaborated with different teams to coordinate project activities, timelines and deliverables.

EDUCATION

Rochester Institute of Technology

Rochester, NY

Masters of Science in Computer Science

July 2020 – Dec 2022

- Teaching Assistant: Mentored undergrad students in Python and Java, enhancing their comprehension and project success rates.