

GREESHMA K S

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Professional Summary

- **7 Years 1 Month** Experience in **iOS mobile application development**.
- Strong mobile background.
- Solid understanding of full mobile development life cycle with hands-on expertise with a wide variety of SDK's and mobility versions.
- Dedicated to continuously discovering, evaluating and implementing new technologies to maximize development efficiency.
- Training new members in the team and getting them productive quickly.
- Worked with the product owner, solution architects and other team members to understand customer requirements and propose technical solutions.
- Handle the overall development of complex iOS projects alone including bug fixes.
- Interacting with clients and converting the user story into the requirement, designing possible approaches for a given requirement.

Work Experience

<i>Duration</i>	<i>Organization</i>	<i>Description</i>
Dec' 2020 to Nov' 2022	Mygeotech Solutions Pvt Ltd, Bangalore	Sr. iOS Developer
Nov' 2017 to Nov' 2020	Star Knowledge Technology Alliance Team, Mysore	iOS Developer
Aug' 2015 to Sept' 2017	Infomaze Technologies & Solutions Pvt Ltd, Mysore	Jr. Software Developer

Qualification

<i>Degree</i>	<i>Year of Completion</i>	<i>College</i>	<i>University/ Board</i>
B.E (Computer Science)	2014	SDM Institute of Technology, Ujire, D. K	VTU, Belgaum
Diploma (Computer Science)	2011	KVG Polytechnic, Sullia, D. K	Technical Board

Technical Skills

- **Programming Languages:** Objective-C, Swift.
- **Tools:** Xcode, Visual Studio.
- **Interface:** Xib's, Interface Builder / Storyboards.
- **SDK:** iOS SDK
- **Application Development Environment:** Cocoa Touch.
- **Dependency Manager:** CocoaPods.
- **Design Patterns:** MVC, MVVM.

- **Frameworks:** Foundation, AVFoundation, GPUImage, OpenGL, UIKit, Core Location, Core Image, Core Media, MessageUI, MapKit.
- **Device Compatibilities:** Auto Resizing, Auto Layout Constraints.
- **Navigation:** Segues, UINavigationController.
- **Data Storage:** Sqlite, Core Data, NSUserDefaults.
- **Web Service:** Rest API implementation and Parsing, SOAP API implementation and Parsing, JSON Parsing
- **Repositories:** SVN, Git.

Professional Experience

- **Managing apple account:** Creating certificates (CSR, Production, Provisional profiles), generating p12 files for notifications, Uploading app to the App Store.
- Installing apps using device (iPhone, iPad, iWatch) and simulator.
- Using Cocoa pods for adding dependencies.
- Design compatible to all size devices using Auto layout, constraints, auto resize concepts.
- Implementing third - party libraries.
- Image download and caching.
- QR code generator and Scanner.
- Date / Time picker and Picker views customizations and handing.
- Digital signature Implementation.
- Custom calendar implementations.
- Database queries (Sqlite3).
- NSUserDefaults for storing data.
- Web service calling - REST API calls, SOAP API calls.
- JSON Parsing.
- **Social Logins:** Facebook, Google+, Twitter, LinkedIn integrations for login and sharing the App.
- **Notification:** Local Notification, Push notification, GCM Notification, FCM Notification (Firebase).
- **Payment gateway:** Paytm integration, PayPal integration.
- **Maps:** Apple map (Map kit), Google map integration, customize single / Multiple place mark, route and info window, Location updates, Fetching coordinates of the location.
- Worked on Swift Programming language.

Key Projects Undertaken

Jr. Software Developer (iOS Developer)

Aug 2015 to Sept 2017 – Infomaze Technologies and Solutions Pvt Ltd

1. Eniversity

Environment: X-code, Objective-c

Roles and Responsibility: Developer, Manual testing.

Team Size: 2

Project Detail: Eniversity is a new technique to conduct an examination through mobile. Eniversity provides innovative examination process. Eniversity will be offered over a period of time and the candidate can choose the Day and Time of his/her convenience to take the Exam.

Eniversity Exam Pattern: All questions of the Eniversity are of objective type. No marks are awarded for questions not attempted. While the candidate can skip a question, the computer will not allow the candidate to choose more than one option as correct answer. Subscribe to courses and take exam. Results are immediately displayed.

2. SpareDriver

Environment: X-code, Swift, Cocoa Pods.

App Store Link: <https://itunes.apple.com/us/app/sparedriver/id1214781048?ls=1&mt=8>

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing.

Team Size: 1

Project Detail: SpareDriver is a driver service provider and is the best way to hire trained and verified drivers. You can hire drivers on hourly/weekly/monthly basis and use our service from the comfort of your personal vehicle. All our drivers go through background check and driving tests. You can hire drivers on temporary basis with just a tap and have the driver at the specified time and location.

3. DropMePlease

Environment: X-code, Objective-c

App Store Link: <https://itunes.apple.com/us/app/drop-me-please/id1214781068?ls=1&mt=8>

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing.

Team Size: 3

Project Detail: DropMePlease, app that helps you to share your vehicle with others who are passing in your route and make money with that! You shall register your vehicle bike and/or cars and public the route & time of your drive along with desired charges you want to collect for offering ride for that trip. Others can search the route and request you to drop them by paying your charges mentioned before the ride. You shall filter the search based on gender, date, pricing and user ratings, which will give you more premium experience without cutting your pocket. We will do verification of contact at the time of registration to avoid any consequences, which may arise.

IOS Developer

Nov 2017 to Nov 2020 – Star Knowledge Technology Alliance Team

1. Field Force and Staff Force

Environment: X-code, Swift, Cocoa Pods.

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing.

Team Size: 1

Project Detail: “Field Force” is a mobile app for the User. This app will be used to register their complaints about the electricity Problem in their area. “Staff force” app will be used for the Staff’s to get the incident of their areas and can update the status of the incident.

2. JanMan

Environment: X-code, Objective-c, Cocoa Pods.

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing.

Team Size: 1

Project Detail: “JanMan” a mobile app which gives power to individual citizen (users) to give their feedback, share their problems regarding municipal facilities, condition of the roads etc. of their Constituencies. The user can take photographs at the site and submit along with feedback.

After submission of feedback, the user can track the reply of his / her feedback through the app. The concerned person will respond to the user's feedback or the problems.

3. PrintLess

Environment: X-code, Objective-c, Cocoa Pods.

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing, Interaction with client.

Team Size: 2

Project Detail: "PrintLess", app that allows you to create and send/receive business and invitation cards online. You can print the created invitations.

Sr. IOS App Developer

Dec 2020 to Nov 2022 – Mygeotech Solutions Pvt Ltd, Bangalore

1. Valera

Environment: X-code, Objective-c, Cocoa Pods, GPUImage, AVFoundation frameworks.

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing, Interaction with client.

Team Size: 1

Project Detail: “Valera”, a mobile application to take Photos as well as videos with green screen using desired background images / videos. User can use existing media files or live camera stream to capture the Videos. User can also select various Chroma colors for background removal.

2. Emotilink

Environment: X-code, Objective-c, Video Call, Cocoa Pods, Rest Api call

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing, Interaction with client.

Team Size: 1

Project Detail: “Emotilink” a mobile app, used for a communication between a Doctor(provider) and Patient (User). There is a Registration and Login options for user and provider. For provider login, it should be approved from Admin. Here Provider and user can communicate directly or through video call. User and Provider should give their bank information while registration, payment will be deducted automatically through online depend on the consult time. User can search and create appointment for a Provider they want to consult. Provider can confirm or reject or can reschedule the appointment as they prefer. User can also reschedule or cancel the appointment which they created. Amount for the cancellation of scheduled appointment will be deducted as per the policy.

3. Attendance and Leave management

Environment: X-code, Objective-c, Cocoa Pods, SOAP Api call.

Roles and Responsibility: Project flow and Documentation, Developer, Manual testing, Interaction with client.

Team Size: 1

Project Detail: “Attendance and Leave Management” a mobile app which gives attendance and leave status of the employee. This includes a Daily & Monthly workers details of an organization. There will be a monthly summary of leave and attendance of each employees. Supervisors will assign the daily task on particular project of the employee who is working under them. Supervisors is responsible for applying leave of the employees who is working under them. There will be a payment depends on performance of an employee. Can assign work on daily basis or monthly basis. There will be a Transport allowance facility. There will be multiple logins like Admin Login, Staff Login, Worker Login, HR Login, Supervisor Login, Site Manager Login and Department Manager Login. Before payment is being proceed, Employee should put signature for particular month by checking the details.

Extra-curricular activities

- Cultural Secretary of College union in Diploma.
- Volunteer of NSS Unit in Diploma.
- Secretary of NSS Unit in Engineering.
- Sports Participation:
 - Participated in Athletic Sports Meet in School and College.
 - Participated in District Level Throw ball tournaments in School and college.
 - Participated in VTU Throw Ball Tournaments.

Declaration:

I hereby solemnly affirm that all the information furnished by me is true to the best of my knowledge. If given a chance, I assure you that I will prove myself as an asset to your organization.

Date:

Place: Mysore

(Greeshma K S)