



SANTOSH GURUJU

App Developer



ABOUT & CONTACT

Location: Kuala Lumpur, Malaysia
Email: santosh.gurujju@icloud.com
Phone: +60-143498369
GitHub: www.github.com/elsantosh
LinkedIn: www.linkedin.com/in/elsantosh



EDUCATION

Year: 2009 - 2013.
Degree: Bachelor of Technology(B.Tech).
Specialisation: Computer Science and Engineering.
College: Swarnandhra Institute of Engineering and Technology.
University: JNTU-Kakinada.
Grade: A.



TECHNICAL SKILLS

Mobile: Swift, Objective C, iOS, Xcode, SwiftUI, Storyboards, Xib, Xamarin & React Native.
Backend: C#, .NET Framework & ASP.NET.
APIs: RESTful, WebAPI 2 & GraphQL.
Web/UI: HTML, XML, XAML, CSS, Javascript, AngularJS, React JS Bootstrap, MaterializeCSS, & WPF.
Cloud: AWS, Firebase, Azure, & Docker.
Database: MySQL, Microsoft SQL Server, TSQL, SQLAlchemy(ORM) & NoSQL-Firebase.
ML: CoreML, Vision Framework, Python, & Flask Micro-services.
Architectures: MVC, MVVM & LASG.
Versioning: GitHub, GitLab, TFS, Azure DevOps, & BitBucket.
Workflow: JIRA, Jenkins, Slack & Microsoft Teams.



OVERVIEW

- **7 Years of Versatile Experience.**
- 4.3/5 Appraisal rating in the current job role.
- Specialised in Solutions Architecture, Native iOS and Full-Stack (Web UI and Backend APIs development).
- Hands-on experience in the Cross-Platform app development with Xamarin and React Native.
- Ability to lead tasks throughout the project lifecycle.
- Passionate about building great applications.



WORK EXPERIENCE

- **SEP'2016 - Present: Engineer, Solutions Engineering.**
Macrokiosk, Kuala Lumpur, Malaysia

Current Responsibilities:

- "Solutions Design, Architecture and Development".
- Developing full-stack solutions with C#, ASP.NET, AngularJS & Bootstrap.
- Developing Alert Management Engines(AME), Technical Support Systems(TSS), and Crisis Management Solutions for windows and mobile platforms using Xamarin, WPF, XAML and C#.
- Building eKYC and facial authentication solutions using machine learning with python, flask micro services and azure.
- Backend, SQL Server database development and monitoring.
- Designing and building advanced applications for the iOS platform.
- Updating and maintaining existing native iOS mobile applications.
- Requirements analysis and collaboration with business teams.
- Coding, debugging, testing, integration and deployment.
- Designing application user interface for the end user.
- Maintaining code repos, versioning and reviewing code.
- Securing the team on-time delivery. Establishing effective, agile ways of working, unlocking collaboration, spotting and removing impediments.

- **JAN'2016 - AUG'2016: Software Engineer, iOS.**
Mcom Media, Kuala Lumpur, Malaysia

Responsibilities:

- Designing and building applications for the iOS platform using native SDK.
- Building applications related to ad campaigns and showcasing the statistics in charts UI.
- Ensuring the performance, quality and responsiveness of the applications.
- Collaborating with product managers and UX Designers to define, design and ship new features.
- Identifying and correcting bottlenecks and fixing bugs.
- Communicating proactively with stakeholders and other teams across the company, constantly seeking alignment, transparency and opportunities to synergise.
- Monitor the performance of the live apps and continuously improve on a code and experience level.

- **JUL'2015 - DEC'2015: Software Developer, iOS.**
Mobiesprits Software Technologies, Bangalore, India.

Responsibilities:

- Designing, developing and maintaining iOS mobile applications.
- Liaising with end-users, stakeholders to define user requirement and design specifications.
- Exploring and enhancing application in new and emerging technologies.
- Exploring new and innovative mobile applications.
- Conducting system testing to ensure applications conform to user requirements.
- Support end-user queries and investigations.

- **JUN'2013 - JUN'2015: Software Engineer, iOS.**
Delta Software, Bangalore, India.

Responsibilities:

- Design and build advanced applications for the iOS platform.
- Collaborate with cross-functional teams to define, design, and ship new features.
- Unit-test code for robustness, including edge cases, usability, and general reliability.
- Working on bug fixing and improving application performance.
- Continuously discover, evaluate, and implementing new technologies to maximise development efficiency.