Kartik Gali

## iOS Developer

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# PROFESSIONAL SUMMARY

* iOS Developer with 12+ years of experience in designing and developing mobile applications using Swift, SwiftUI, and Objective-C
* Skilled in implementing application designs based on MVVM, MVC, VIPER, SOLID principles, CLEAN architecture, and protocol-oriented programming
* Stored data persistently in ways: Core Data, SQLite, PLists, Documents/Temporary directory, NSUserDefaults, Keychain, and cloud-based with iCloud, Dropbox, and Google Drive
* Working with AWS services, such as AWS Lambda, AWS API Gateway, AWS DynamoDB, AWS S3, AWS Cognito, AWS IAM, RESTful API design, and data modeling
* Knowledgeable in reactive programming using RxSwift and RxCocoa
* Proﬁcient in the complete Software Development Life Cycle (SDLC) with a strong understanding of package management tools, including Cocoa Pods, Carthage, and SPM
* Authentication and Authorization using OAuth 2.0, OpenID Connect, JWT and Identity Management using Microsoft Azure AD, Okta
* Experience using Apollo iOS - GraphQL client for native iOS apps
* Practiced in building eﬃcient code using protocols, inheritance, delegates, categories, KVO, and Apple Push Notiﬁcation Services (APNS)
* Experienced with Bluetooth Low Energy (BTLE), TCPIP (Wi-Fi) and connectivity with external devices using BTLE
* Proﬁciency in building dynamic, responsive user interfaces for iOS applications using Swift UI, leveraging its declarative syntax for eﬃcient development.
* Experience in implementing accessibility features in iOS applications to ensure they follow Apple’s accessibility guidelines.
* Implemented secure authentication and data encryption mechanisms to protect user data and privacy
* Skill in using ReactJS for building interactive user interfaces, which can be useful for iOS development in contexts like React Native or web-based components within mobile apps.
* Avid tester with experience in achieving high code base test coverage percentages using the XCTest framework
* Followed continuous integration and test-driven development (TDD) principles in a strict Agile/Scrum environment
* Proﬁcient in version control tools such as SVN and GIT via command-line tools and GUI tools like SourceTree, Tower, and Bitbucket

# Technical Skills

**Programming Languages**: Swift, Swift UI, Objective-C, HTML, SQL, JavaScript, HTML5.

**Tools**: Xcode, GitMac OS X, Jenkins, Instruments, CircleCI, CocoaPods, TestFlight, Bug life, Azure DevOps.

**Design Patterns**: MVVM, MVC, Singleton, KVC, Delegation, Notiﬁcations. **APIs and Services**: REST, GraphQL, Firebase, AWS, Google Cloud Platform. **Analytics**: GA4, Crashlytics, UXCam, Anametrix.

**UI/UX Design**: Sketch, Zeplin, Figma, Adobe XD, InVision, Prototyping.

# Education

## Bachelor of Engineering in Computer Science and Engineering

*Anna University, Chennai November 2011*

# Certiﬁcations

## Certiﬁed Scrum Master (CSM®).

*scrum alliance June 2024*

# Experience

**CITI Bank** AUGUST 2023 – Present Date

*Sr. iOS Developer Irving, TX*

* Design, Develop and Prototype iOS customer application in Swift for iPhone and iPad for internal and external use.
* Managed the full app lifecycle from concept to deployment, including design, testing, and release.
* Working on App’s various Framework modules to develop new features and enhancing existing features.
* Enhanced systems in Swift to improve productivity and meet user needs.
* Analyzed customer requirements and created a project plan for application design.
* Implementing of industry standard of Test-Driven Development.
* Proﬁcient in App Store distribution for iOS apps.
* Attending high and low-level design discussions with stakeholders for the upcoming features.
* Conducted regular code reviews and adhered to coding standards and best practices.
* Implementing of industry standard of Test-Driven Development.

**CHARLES SCHWAB** FEBRUARY 2023 – JULY 2023

*Sr. iOS Developer AUSTIN, TX*

* Designed and developed iOS applications for iPhone and iPad using Swift.
* Took part in full app life cycle, concept, design, build, deploy, test and release to app store.
* Developed new features and enhanced existing ones in various app modules.
* Rapidly prototyped new data processing capabilities to conﬁrm integration feasibility into existing systems.
* Planned and developed code snippets in Swift that meet user needs and improve productivity.
* Authored code ﬁxes and enhancements for inclusion in future code releases and patches.
* Reviewed client requirements, wireframes, and designs for technical feasibility.
* Involved in Security testing, API, UAT Testing and GUI Testing for iPhone/iPad.
* Implemented accessibility and localizations on the application.
* Implementing Deep links for various app features within the application.
* Translated basic design plans into full iOS app frameworks, delegating project components to appropriate team members.

**FANNIE MAE** OCTOBER 2022 – FEBRUARY 2023

*Sr. iOS Developer RESTON, VA*

* Responsible for technical design and architecture of the project and working with user experience design team, business analysts, and clients to create the needed requirements artifacts in iOS using Swift programming.
* Application developed using Swift language, created using MVVM and Delegation patterns.
* Executed multi-threading with GCD and Operations for handling async, sync, and group tasks, to allow for smooth ﬂowing UI.
* Applied creative assets in storyboard accurately.
* Performed strong quality testing using test driven development (TDD) methods, Unit Testing, XCTest (framework), Automated Testing, Jenkins, and TestFlight.
* Debugging the application using Xcode and Instruments for memory leaks and increase the performance of the app.
* Worked in an Agile environment with strong SCRUM and pair programming fundamentals.

**ATTRA INFOTECH PVT LTD** DECEMBER 2021 – JULY 2022

*Sr. iOS Developer BANGALORE, INDIA*

* Coordinated with backend teams for API defects, authentication issues, and database discrepancies.
* Integrated third-party identity management solutions such as OAuth and Firebase Authentication to streamline user login processes.
* Enforced multi-threading with GCD and Operations for handling async, sync, and group tasks, to allow for smooth ﬂowing UI.
* Executed Core Data framework to store user data using Swift programming language.
* Ensured the app adhered to HIPAA regulations, implementing end-to-end encryption and secure user authentication.
* Used Apollo - GraphQL APIs to connect iOS application to back-end services.
* Engaged in SCRUM meetings along with developers, testers, and product owners to deliver the right value of project and discuss the progress of the project in sprints.
* Used Mapkit and Core Location framework to enhance user ﬁnd their destination of the nearest local oﬃce.
* Implemented creative assets in the storyboard accurately.
* Interacting with QA on deliverables on every iteration and customer feedback implementation.
* Established the Gitﬂow process and the practice of code reviews before merging code back into development.
* Responsible for deployment to TestFlight and AppStore.

**IBM CORPORATION** FEBRUARY 2016 – DECEMBER 2021

*iOS Developer BANGALORE, INDIA*

* Developed and authored enterprise-level frameworks in Swift, to facilitate development of applications for multi-iOS devices.
* Application development using Swift, Cocoa/Cocoa Touch, UI Kit, Core Data.
* Involved at every project phrase, from concept creation to app store deployment.
* Developed Native Applications for iPad/iPhone/iPod using XCode for domestic and international applications with multiple languages support.
* Extensive use of UI View, UI Responder, UI View Controller, UI Gesture Recognizer, UI Popover Controller, UI Image Views, UI Text Views, Map Kit, UI Label View, UI Pageview Controller, UI Scroll View, UI Button View and many more classes/protocols for multiple functionalities within the application.
* Debug the application using XCode and Instruments for memory leaks and increase the performance of the app.

**INFINITE COMPUTER SOLUTIONS** NOVEMBER 2014 – FEBRUARY 2016

*iOS Developer BANGALORE, INDIA*

* Redesigned from the ground up and optimized for iOS 10+, with an entirely new look and feel.
* Utilized NSUserDefaults to store minimum data such as user code pin and application settings.
* Optimized performance of video streaming by implementing multithreading workﬂows, utilizing Grand Central Dispatch calls to execute buﬀer-like loading prior to display, enhancing the user experience.
* Constructed and manipulated all Application views in Storyboard, adding Auto Layout constraints for graceful orientation-handling.
* Swift Bridging for new Modules, Objective C, HTML, JavaScript, QR Code Reader (AV Foundation framework, AV Capture Device), GCD, Blocks.
* Coding and Maintenance of existing product using MVC pattern.
* Generated PUSH Notiﬁcations, using APNS.
* Resolved numerous bugs throughout development as they appeared utilizing NSLog statements, Breakpoints, LLDB statements, Instruments, etc.
* Used RESTful JSON web services to communicate with the server, used JIRA software for all issue and ticket tracking, and reported progress and challenges to onsite project lead.

**VVDN TECHNOLOGIES** JANUARY 2014 – OCTOBER 2014

*iOS Developer BANGALORE, India*

* Worked directly with Design and Product teams in achieving Business requirements for application.
* Understood and converted Functional Requirements into Technical Design.
* Worked extensively with Objective C and Cocoa frameworks.
* Developed an application to client speciﬁcations for internal corporate use.
* Used IB for Multiview-architecture in XIB using auto layouts and customizing it using code.
* Collaborated with an oﬀshore designer to create client approved graphics for the application.
* Developed critical tools for this project like customized Navigation Bar, Page Control and Scroll View.
* Created the complete MVC ﬂow for the application with UI components and controllers to be used for iPhone.
* Used UI Kit, Map Kit and Core location to enhance user to ﬁnd nearest store locations.
* Created custom checklists and shared them with selected app users by calling web services through JSON libraries and connecting to SQLite database with the Objective-C interfaces.
* Worked extensively on Table View Controller and made customized Table View Cells according to the client.

**RNF TECHNOLOGIES** FEBRUARY 2012 – DECEMBER 2013

*iOS Developer BANGALORE, INDIA*

* Started work as an iOS Trainee, and learned about iOS development in Objective-C.
* Worked extensively with Objective C and Cocoa frameworks.
* Designed game logic and developed casino gaming applications like poker, blackjack, and slots for the iOS platform.
* Integrated Admob SDK and In-app purchases.