**SUDHIR RAJABHOJ**

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**Professional Summary**

Having Around 7+ years of experience in iPhone/TVOS application development using Objective-C, Swift, iOS SDK’s, tv OS SDK’s, Cocoa Touch, Cocoa pods, Cocoa framework.

* Worked in **Swift3, 4.0, 5.0** and **Objective C** to created Native Mobile Applications in iOS and TVOS application, and involved in analysis, design and development of the applications using X Code.
* Complete understanding of **object-oriented features** (Inheritance, Polymorphism, Abstraction and Encapsulation) and **Data Structures**.
* Framework expertise includes **UIKit, Map Kit, UIAlert, Photos, Push Kit, AV Foundation, Web Kit, Core Location, Core Data, Core Graphics and Core Animation**.
* Hands on experience in using various **Cocoa pods (AFNetworking, MBProgressHUD, Crashlytics, Mix panel, TPKeyboardAvoiding, Google Analytics, Adobe, Web trends etc.)**
* Expertise in Development Tools Instruments, **iOS Simulator**s and debugging tools **LLVM Compiler**.
* Thorough understanding and expertise in **MVC, Singleton, Delegation, Notification, VIPER design patterns**.
* Hands on experience in using **Categories, Blocks, Storyboards, Xib, Auto layout and Size Classes**.
* Expertise in creating and customizing **Views, Table Views, Collection Views, Tab Bars and Navigation Bar** which are some basic functionalities in a Multi view Application.
* Good understanding with **memory management - Manual Reference Counting (MRC) and Automatic Reference Counting (ARC)**.
* Good working experience with the **RESTful APIs** to consume web services in **JSON** as formats by using parsers such as **NSJSONSerialization class**.
* Expertise in building responsive UI using **NSOperations Queue, Grand Central Dispatch (GCD)** for downloading data concurrently.
* Proficient in using **SQLite, Core Data, Plist files** to store data persistently.
* Proficient in using **Interface Builder** for creating, configuring, and connecting predefined framework object as well as instances of custom classes.
* Hands on experience using **Base Internalization** for localizing the application in multiple languages.
* Experience with Unit Testing and UI Testing using **XCTest frameworks and TDD**.
* Experience with source control tools like **GitHub and Source Tree**.
* Familiarity with the **iOS Provisioning Portal** and the process involved in obtaining development certificates, provisioning profiles, adding devices and creating App ID's.
* Clear knowledge in testing and distribution of the App on the App Store.
* Hands on experience on database technologies like **SQL, MySQL and SQLite**.
* Thorough understanding of App store requirements iTunes Connect and **IOS Provisioning Portal (Certificates, App IDs, Provisioning and Distribution)**.
* Working experience of project management methodologies of **SDLC** such as **Waterfall, Scrum and Agile.**

**Technical Skills**

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| * **Version Control System:** | GIT |
| * **IOS Applications** | Objective C, Swift 3, 4, 5; C, C++, CoreData, Cocoa Touch. |
| * **Software/Packages** | IOS 4, IOS 5, IOS6, IOS7, IOS 8, IOS 9, IOS 10 with Xcode 3.0, 4.0, 5.0, 6.0, 7.0.1, 7.2, 8, 8.1 and Swift 1.4, 2.0, 2.3, 3 |
| * **OS** | X 10.5, 10.6, 10.7, 10.8, 10.9, 10.10 and 10.11 MS Office Suite (Word, Excel, Access, PowerPoint & Outlook) Adobe Acrobat, Apple Keynote, Apple Pages. |
| * **Programming Languages** | Java, JEE, PHP, HTML5, CSS3, JSON, XML, RESTful web services, jQuery, JavaScript, SQL and PL/SQL |
| * **Databases** | Oracle, SQL server, MYSQL, MS Access, SQLite, Firebase. |
| * **Operating Systems** | MAC OS, Windows, UNIX, Linux |
| * **IDE** | Xcode, Dreamweaver, Notepad ++, Eclipse. |

**EDUCATION**

Bachelor of Engineering from Hindustan University, Padur, India.

Masters in Information System, Stratford University, Falls Church, Virginia

**PROFESSIONAL EXPERIENCE:**

**Client: S.B.Ballard,VA May 2021 - Till date**

**Role: SR. SOFTWARE DEVELOPER (IOS)**

* Involved in doing AGILE practices, attending daily agile (SCRUM) meetings and SPRINT retrospective meetings. Worked with an Agile, Scrum methodology to ensure delivery of high-quality work with every iteration.
* Maintaining the iPhone and iPad applications and doing migrations to support latest OS and code base.
* Worked extensively on table view controller and made customized table view cells according to the client.
* Used **Mapkit and Core Location** framework to enhance user find their destination of the nearest local store. Develop applications using Objective C, XCode, Interface Builder, Instruments, Cocoa Touch, and other iOS development tools.
* Implemented **NS Operation Queue and NSURL Connection** to integrate with backend web services.
* Implemented **CoreData framework** to store user Data.
* Used **XML, JSON** parsing to retrieve data for display from server using **REST and SOAP web services**.
* Collaborating with external teams to troubleshoot functionalities and resolving issues.
* Developed navigation between views was mixture of using **Navigation controller, UIPopoverController, UIGestureRecognizer, Tab-controllers.**
* Maintaining the singularity between the app and the back-end server using the NSURL Request and NSURL Connection for rating submission.
* Integrated a web-based content made with HTML5 on a native app using UI WebView
* Used **CoreLocation Framework** to get the user current location accurately using**CLLocation Manager**.
* Used **MF Mail Compose View Controller** to send email or SMS
* Handled Memory management using **NSZombieEnabled** flag for crash detection and using Instrument’s tool for identifying memory leaks.
* Integrating PayPal SDK payment gateway.
* Worked on **AWS Continuous Integration/Continuous Deployment (CI/CD)** to automate Software Delivery process.
* Integrated **Jenkins** build tools into **CI/CD pipeline** in AWS for iOS app development and testing.
* Created and configured **AWS CodePipeline and AWS CLI installation**, to integrate CodePipeline with an iOS Jenkins build server.
* Used **CoreLocation** Framework to get the user current location accurately using**CLLocation Manager**.
* Implementing **Adobe analytics** to track the user actions and events throughout application.
* Integrated **Fabric service** to distribute application internally for testing and migrating to Firebase from Fabric.
* Integrated **Sonar-Qube** to check continuous code inspection like Code Reliability, security, maintainability.
* Used public key cryptography to create and evaluate digital signatures using Apple **CryptoKit**for overwriting sensitive data during memory deallocation.
* Implemented **Jenkins configuration** within app side and create and test builds.

**Client: Avenu Insights and Analytics,VA Aug 2019 – April 2021**

**Role: SR. SOFTWARE DEVELOPER (IOS)**

* Led implementation of new architecture on iOS app to support server-driven app flows by creating common classes to parse, create, and handle user actions using Swift 5 and Codable protocol.
* Invoked **RESTful Webservices** using **NSURLSession**and parsed JSON responses using NSJSONSerialization.
* Consume **RESTweb service** asynchronously and populate data on UI.
* Implemented Reverse **GeoCoder** to find the rider current location.
* Used **URL** Session to communicate **Web server**to collect property related information in **JSON**.
* Worked extensively with **google API's** creating route map.
* Constructed a modular component library using UIKit by leveraging **Nibs and Auto Layout**.
* Create mock rest Server in Objective C.
* Collaborated with backend developers to create a common **JSON** structure used to generate client UI and abstract business logic away from clients across all platforms.
* Refactored app styling by implementing a theme manager to enhance app’s flexibility for UI customizations.
* Administered git release branches, performed code-reviews, and inspected crash logs to find and resolve issues to increase crash-free user experience.
* Utilized **POST/GET** method on **RESTful API**web service calls
* Worked on **cocoa touch layer and core OS layer** for handling network storage
* Incorporated the **Push Notification** feature using **APNS**, to notify the user when any file operations were done.
* Created a module that captures the image and location details using the **Core Location**and **AV Foundation framework** respectively.
* Used specific **XML schema** for apps (Bluetooth Low Energy) BLE profile and use **Core Bluetooth Frameworks** APIs for the app to connect different devices of Apple.
* Expertise in **MVC design architecture**, **Cocoa design patterns**and concepts like **delegation, protocols, and categories**.
* Implemented **SQLite 3** embedded database to capture user data.
* Experience working with fabric kit framework for **IOS** App distribution.
* Used lldb in **Xcode** for debugging.

**Client: Epam Systems, LA Aug 2018 – July 2019**

**Role: SR. SOFTWARE ENGINEER (IOS, APPLE TVOS)**

**Responsibilities:**

* Develop TVOS and IOS applications using MVC architecture with Swift 4.
* Involved in core development along with requirement gathering, project plan and effort estimations leading to successful product delivery.
* Implemented multiple UI screens as demonstrated in UI specification document using **UICollectionViews, UITableviews**, custom views displaying**UITabBarController**with logics to display large amounts of data in the product catalog for the user.
* Worked in distributing alpha and beta builds through TestFlight and also to App Store.
* Worked with various frameworks like AppleClientFoundation, AppleClientPlayer, CocoaLumberjack, Fabric Crashlytics.
* Integrated with STB Automation Testing Framework to test the Spectrum TV app functionalities like video frame, buttons, selections/highlights, and similar outlines that have dynamic content.

**Environment:** Swift 4, XCODE 10, IOS SDK’s, TVOS SDK’s, IOS12, IOS 11, TVOS 12, AppleClientFoundation,

AppleClientPlayer, CocoaLumberjack, Fabric Crashlytics, UIKit, Cocoa Touch, RESTful, MVC Architecture, Unit Testing, UI Testing, STB Testing, Key Chain Access.

**Client: Winston Benefits, NJ Jan 2017 - July 2018**

**ROLE: ios Engineer**

**Responsibilities:**

* Participating and contributes to all phases in building new digital products, including programming, defect correction, unit testing, code review, and deployment planning.
* Closely with product owner to define user requirements.
* Designing and developing iPhone applications using **Clean Swift architecture** with **Swift.**
* Involved in doing AGILE practices, attending daily agile (SCRUM) meetings and SPRINT retrospective meetings. Worked with an Agile, Scrum methodology to ensure delivery of high-quality work with every iteration
* Worked extensively on table view controller and made customized table view cells according to the client.
* Implemented Touch ID and Face ID to ease the login process and offer a high level of authentication.
* Worked with UITableViews, Custom Cells, UIScrollViews, Navigation Controllers, delegates and protocols.
* Integrated Protocols and Extensions to comply with the **Swift** Coding Style.
* Handled custom menus, dialogs and creating image views with custom bar buttons.
* Worked with Cocoa Frameworks, which includes UIKit, Foundation, UI Date Picker.
* Used Instruments to check for processing memory leaks and retain cycles.
* Worked with Core data Framework using SQLite.
* Developed critical tools for this project like Customized Views, Page control and Scroll view.
* Developed navigation between views was mixture of using Navigation controller, UIPopoverController, UIGestureRecognizer.
* Used REST web services and JSON data to parse which is received from the Back-end developers.
* Worked extensively on Table view controller and made customized table view cells according to the client Pre-fetching data for different views for smooth screen transitioning.
* Used JIRA to track project status and bug tracking.
* Used a Test-Driven Development (TDD) environment in a Scrum development methodology to provide end-to-end development.
* Worked with NSURLSession for web service consumption and NSJSON Serialization for parsing said service responses.
* Project matriculated utilizing JIRA tool to assign & track the work progress
* Worked with GIT to checkout and update the codebase changes.
* Implemented Accessibility and Localizations on the application.

**Environment:** Swift 3,4, XCODE 9, IOS SDK’s, IOS 10, IOS 11, UIKit, Core Data, Cocoa Touch, RESTful, Core Location, Core Animation, Clean Swift Architecture, AWS Cognito, OHTTPStubs, Unit Testing, UI Testing, Key Chain Access, Touch ID, Face ID.

**Client: Cardinal Health, Bangalore, India July 2014 – Dec 2015**

**Role: IOS developer**

**Responsibilities:**

* Developed entirely on **Swift** and migrated through the different versions of the language
* Designed UI via programmatic approach. Implemented **NSLayout Constraints, Stack views and custom views**.
* Constructed and implemented UI designs using Storyboards with **Auto Layout constraints, XIB files**, and programmatically following Apple iOS Human Interface Guidelines.
* Designed and implemented custom Collection view cells and Table view cells.
* Worked with **UIKit Framewor**k for development and maintenance.
* To comply with the **Swift** Coding Style, made use of Protocols and Extensions.
* Handled memory management properly to avoid retain cycles and memory leaks.
* Implemented custom **UI TabBarController, UI Navigation Controller** for easy navigation throughout the app.
* Using Jira to maintain work logs and report progress. Created tasks and sub-tasks to keep track of development.
* Worked extensively on Table view controller and made customized table view cells according to the client Pre-fetching data for different views for smooth screen transitioning. Made use of table views, collection views and picker views.
* Created **App ID's** for iOS apps from Apple Member Centre. Additionally, Created and managed the application Provisioning Profiles for both Development and Distribution environments.
* Handled Code Review and bug Fixes.
* Performed Unit Tests on the generated code.
* Used Agile Methodologies and participated in Scrum and stand-up meetings.

**Environment:** Swift 3,2, XCODE 7,8, IOS SDK, UIKit, Core Data, Cocoa Touch, Agile Methodology, Scrum Methodology RESTful, Core Location, Core Animation. Clean Swift Architecture.