

Skills & Interests

- Swift, Objective-C, Ruby, Rails, JavaScript, React, GraphQL, React-Native, C++, C, C#, HTML/CSS, SQL, PHP
- Git, VSCode, Xcode, Jenkins, E-R Diagram and UML tools, Vim

Employment

Software Engineer

Apr 2016 – Present

Eden

- Hired as the third engineer for Eden. Developed and built these projects from start and contributed to full stack.
 - **Marketplace Bidding (Ruby on Rails):** Developed a marketplace of services that Eden offers and allowed customers to request services from the marketplace. Matched potential vendors to these requests and created opportunities for vendors to bid on. Allowed vendors to bid on these requests and customers to accept or reject these bids.
 - **Wizard app (React Native)** Developed iOS and Android app for Eden partner employees and contractors who use the app to perform jobs onsite for Eden customers.
 - **Ticketing Tool:** Built a Web ticketing tool app where Eden customers could make requests to their office managers. An interactive kanban style dashboard for the office manager to manage, assign and delegate these tickets.
 - **Admin chat app (Swift):** Built an iOS chat app for Eden office managers to chat with customer and make communication better and easier. Build on top of Atlas-iOS that uses underlying layer technology.
 - **Eden iPad app (React Native):** Built an iPad app for Eden customer to make requests to their office managers.
 - **Customer app (Swift):** Built the initial version of the Eden customer app. Eden customers use the app to manage their projects and talk to their Eden account manager.

iOS Developer

Feb 2015 – Apr 2016

Barnes and Noble

- Developed the Barnes and Noble Education iOS application - Yuzu. Responsibilities included: creation and modification of major components on iOS, design and implementation of server interactions, and maintenance of existing code.
- Developed everything from proof of concept to fully tested quality code that was efficient and highly performance optimized.

iOS Developer Intern

Jun 2014 – Aug 2014

Barnes and Noble

- Worked on the Yuzu iPhone and iPad application. Implemented and modified key features on the application.
- Implemented side loaded books and App Persistence. Converted the UI to use auto-layout and enhanced existing sticky notes.

Other Projects

Real Meal Delivery (iOS)

- Architected and developed an app for an online food ordering and delivery service, where users could place their order and get their food delivered. Integrated Google Places API's and Stripe Payments API's.

Minesweeper App (iOS)

- Developed the famous minesweeper game, which would allow the users to play on different grid sizes to and track their scores.

Education

Syracuse University

Aug 2013 - Jan 2015

M.S. in Computer Engineering (software track); GPA: 3.58

- **Graduate Lab Assistant and Grader – Mobile Application Programming**
- Graduate Coursework: Object Oriented Design; Software Modeling and Analysis; Advance Data Structures; Design Patterns; Mobile Application Programming; Advance Computer Architecture; Object oriented Programming with C++.

Visvesvaraya University

Jun 2007 - Jun 2011

- *B.S. in Computer Science; GPA: 3.65*