1428 Noe St,
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# IRFAN LONE
irfanlone.github.io

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## Skills & Interests

- Ruby on Rails, Swift, Objective-C, JavaScript, React, GraphQL, PostgreSQL, 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 and designed a marketplace of services that Eden offers, which allowed customers to request services from the marketplace. Matched these requests with potential vendors and created opportunities for the vendors. Allowed vendors to bid on these opportunities and customers to accept or reject these bids.
    - **Chat Integration (Ruby on Rails, React):** Integrated chat into our system using Sendbird's chat service. Added web chat applications into our platform across different verticals of users Admins, Vendors, Customers, and Contractors. Designed the system such that Eden controls who can chat with each other and around which topics.
    - **Ticketing Tool (Ruby on Rails, React)**: 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 tickets.
    - **Wizard app (React Native)** Developed iOS and Android app for Eden vendors and contractors who use the app to perform jobs onsite for Eden customers.
    - **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*