VAIBHAV KULKARNI

iOS Developer

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iOS Development Applied Programming Projects

LOTRConverter (iOS App) | GitHub Repository

December 2024 – January 2025

An iOS app converting fictional Middle-earth currencies.

- Created reusable SwiftUI components for an intuitive interface.
- Implemented currency conversion logic using enums and TipKit for interactive tooltips.
- o Adopted modular architecture for improved maintainability.

Dinosaur Explorer (iOS App) | GitHub Repository

March 2025

An iOS app that provides detailed information about various dinosaurs, allowing users to search, filter, and navigate through historical data.

- o Implemented search functionality for finding dinosaurs easily using a search bar.
- Developed sorting capabilities by alphabetical order or by number of movie appearances.
- o Created filtering functionality by habitat (Land, Air, Sea).
- o Built navigation system allowing users to tap on a dinosaur to view detailed information.
- o Integrated external links for additional learning resources.
- o Implemented MapKit integration to display dinosaur locations on a map.
- o Added satellite view for an immersive map experience.
- Developed JSON handling for fetching dinosaur details from a structured data file.

Adding search functionality improved the user experience, and working with MapKit (especially satellite view) helped me explore location-based UI in SwiftUI. Handling JSON for structured data storage was another key learning from this project.

BBQuotes iOS Application | GitHub Repository

June 2025

- Built an iOS app to fetch and display quotes, character details, and episodes from Breaking Bad, Better Call Saul, and El Camino using a public API.
- Designed a responsive UI with SwiftUI, featuring tab-based navigation, adaptive layouts, and asynchronous image loading for an engaging user experience.
- Implemented MVVM architecture and async/await networking with URLSession to handle API requests and parse JSON responses.
- Managed custom assets (images, colors) and configured Xcode project for iOS 18.0, supporting iPhone and iPad.
- Created modular views to present dynamic content, including a spoiler-protected character death section using DisclosureGroup.
- o Technologies: Swift, SwiftUI, MVVM, URLSession, JSONDecoder.

Pokémon iOS Application | GitHub Repository

June 2025

- o Developed a SwiftUI-based iOS application to browse and manage Pokémon data using PokéAPI.
- o Integrated CoreData for offline storage and local caching of Pokémon details.
- o Implemented swipe-to-favorite functionality with real-time state updates.
- Built a dynamic search and filtering system for efficient Pokémon lookup.
- Designed a visually appealing and responsive UI with type-based color themes and background images.
- o Integrated a WidgetKit-powered widget using Swift Data to display favorite Pokémon on the Home Screen.
- o Enabled offline access with robust error handling for seamless user experience.

Optimized app performance through incremental API fetching and efficient data persistence.

[Explored Swift, SwiftUI through these and many other projects. Discover them all on GitHub]

Technical Skills

Programming Languages: Swift 6, Objective - C.

Frontend Development: SwiftUI.

Backend Development: RESTful APIs.

Databases: Swift data, Core Data, SQL, NoSQL.

Cloud & DevOps: AWS, Microsoft Azure, Docker, CI/CD Pipelines.

Tools & Development Practices: Git, Xcode, Create ML, Data Structures & Algorithms, SDLC, MVVM & MVM

Architecture

Creative Pursuits

- o Tech Community Engagement: Active participant in Swift Hyderabad events.
- o Technical Speaker: Delivered 5 conference talks on modern iOS Development reaching 2,000+ developers
- Mentorship: Led coding workshops for 50+ junior developers at Swecha Open Source, with 80% reporting significant skill improvements.

Education

Bachelors of Engineering - Information Technology

June 2018 - May 2022

Maturi Venkata Subba Rao College (Osmania University), Hyderabad, Telangana.

CGPA: 7.0

Relevant Coursework: Data Structures, Algorithms, Web Development, Software Engineering