

Summary

A curious, diligent, and result-driven Software Engineer with extensive experiences in Agile, Kanban, and Scrum SDLC models including requirements definition, prototyping, interface implementation, and testing. Supportive and enthusiastic self-managed team player dedicated to streamlining processes and good at finding 'out of the box' solutions.

Key Qualities

- More than 2.5 years of professional Mobile development experience especially in iOS around Location and IOT (**iBeacons**) based applications.
- Extensive experience in SCRUM based Agile approach including daily stand-up meetings, story-boards/Kanban and user-stories, iterations, retrospectives, sprint planning and end of the sprint meetings, scope lock out, backlog tracking, coordinating with all stake holders, support and change requests, pair programming.
- Experienced working in a professional environment where code flows through various process like Lint (SwiftLint), CI, **code reviews** and PRs (Pull requests).
- Experienced in working with **iOS size classes** and auto layout to create Apps which work on different devices with different screen sizes and types (iPhones and iPads).
- Knowledge of various software engineering best practices including **TDD**, BDD and pair programming.
- Able to write clean and readable code by using various approaches from object-oriented (Encapsulation, Inheritance, Polymorphism, and Abstraction), procedural, and **declarative (Immutable, and pure functions)** paradigms which implement **separation concerns**.
- Write code with appropriate variable, function names, and clean documentation of code which can be effortlessly understood by other developers.
- Extensive experience in working with Swift 4, and various frameworks like UIKit, Foundation, Swift standard library, HealthKit, UserNotifications, CoreTelephony and especially **Core Location**.
- Familiar with iOS communication patterns like **protocol-delegate** and notifications and **MVC** as an architectural pattern.
- Can take advantages of multithreading environment (**Dispatch** in iOS) for smooth performance.
- Understands in a detailed system of push notification and can handle multiple devices of the same user via different services like Firebase and **AWS SNS**.
- Detail cryptographic working knowledge of various certificates (X.509), related files (.cer, .p12, .certSigningRequest) and various types of provisional profiles including manual management of signing.
- Knowledge of using view debugger of XCode for finding bugs in complex views and can leverage AWS device farm for testing on various physical devices.
- Experienced in using Cocopods and Carthage, created own pods, and understands the responsibilities for depending on third party library.
- Leverage various tools like **Instruments** for performance measurement and optimization for memory, CPU, network I/O and energy consumption.
- Knowledge of microservices (Spring Boot), serverless architecture and API testing with Postman.
- Familiar with Atlassian all Atlassian tools like JIRA, Confluence, SourceTree and Bitbucket.
- Knowledge of infrastructure and automation tools like Fastlane, XCode Server, and Bamboo build system and interested to implement in production environment.

Work Experience

Mobile Developer, For Digital2Go Pty Ltd; Melbourne, Australia

June 2018 – Current

Project Name: LocationCore, Digital2Go and Banamex

Achievements:

- Successfully implemented SDKs (Pods), which can effortlessly use by other third-party developers.
- Implemented cryptocurrency wallet (XEM and LCC) which can have capabilities of transactions of NEM blockchain.
- Integrated app with various social media and data providing platforms like Facebook, Instagram, LinkedIn, Foursquare and HealthKit.
- Provided features to legacy Banamex-Mexico (Citibank group) IoT based banking application to extend features like survey popups when the user leaves out of the bank.
- Implemented Crashlytics, Fabric (now Firebase) and TestFlight for test analysis and solving crash bugs in production.
- Successfully launched Digital2GO, App for location-based advertisements, by the utilizing power of iBeacons and Geofences to App Store: <https://itunes.apple.com/us/app/digital2go/id1171196479>

iOS Developer, For prAlject Pty Ltd; Sydney

February 2018 – June 2018

Project Name: Leavly (HR app), Kintell (Similar to AirTasker)

Achievements:

- Build MVP of Leavly (HR App) an app for leave management system and payroll which can expand to integrate with Xero and myob.
- **Custom complex UI components like Calendar View** integration in to App.
- Successfully crafted Android and iOS app for reception/ appointment management and uploaded to the app store in very short time. App Store: <https://itunes.apple.com/us/app/kintell/id1419104805>
Play Store: <https://play.google.com/store/apps/details?id=com.kintell>

Mobile Developer (Unity), For PHORIA through Microsoft SocialNUI; Melbourne.

July 2017 – Nov 2017

Project Name: A Gamification based Virtual Reality Exposure Therapy for Oncology Patients

Achievements: Successfully implemented VR application, with 360 CT scan environment video, with UI for gamification on top of that, with sensors data gathering on remote server for what user is doing in 360 VR.

- Performed **User experience research** by various studies and surveys.
- Followed **Agile** with **CD/CI** and Test-Driven development methodologies
- Building high-performance **Virtual Reality** application in Android Application platform which runs on **Samsung Galaxy Gear VR**
- Developed new features and functionality through **RESTful API** services (**SOA**), re-writing few prewritten codes to improve efficiency with tools like **Unity 5.6.3**, **C#** and **Oculus SDK**
- Implemented real-time **Firebase** communication channel between client's device and server to collect sensor data generated by **Accelerometer**, **Gyroscope** and **Proximity** sensor
- Check out more about project: phoria.com.au/projects/dream3d-mcri

iOS Developer; Melbourne, Australia

January 2017 – June 2017

Project: Kiosk food ordering application for Supremie Noodle Restaurant located in Jakarta, Indonesia

Achievements: Successfully implemented iPad application kiosk application while learning swift in a very short time in collaboration with remote team of developers and designers.

- Implemented food ordering application for **iPad** so customers can **select, customize** and **pay** for order without any assistance (Same as McDonald's **self-order machine**).
- Check out more about project: github.com/jigar007/Noodle-Restaurant-iOS-app

Software/iOS Developer Intern, iCreate Technologies; Ahmedabad, India

January 2015 – January 2016

- Developed iOS applications with **Objective-C** using **MVC** architecture and integration with RESTful APIs.
- Programmed with **Cocoa pods** as an application level dependency manager to manage external libraries.
- Used various APIs available from Facebook, Google, and Twitter for **OAuth2.0** authentication.
- Designed database in **Realm**.
- Tested pre-built features like APIs to discover bugs, fixing them and releasing into production.
- App Store Link: itunes.apple.com/in/app/amco-bank/id1134477931

Skills

Programming Languages: Objective-C and Swift for iOS, Java and Kotlin for Android, C# for Unity, Haskell

Mobile Technologies: iOS and Android

Cloud/DevOps/CI/CD Tools: AWS, OpenStack, Docker, Ansible, Bamboo, Trello, Slack, Jira, Confluence, Postman, TestFlight, HockeyApp, Crashlytics

Design/Prototyping Tools: Photoshop, Sketch with Zeplin, Avocode, Sympli, balsamiq, invisionapp

Web Development Scripting: HTML, CSS, JavaScript

Front-end web development: Bootstrap

Database: MySQL, Firebase NoSQL DB, Realm

Version Control: Git, GitHub, Bitbucket, SourceTree

Education

University of Melbourne; Melbourne, Australia

February 2016 - December 2017

Masters of Informational Technology

Gujarat Technological University; Ahmedabad, India

June 2011 - June 2015

Bachelor of Engineering in Information Technology

community Involvement

Volunteer at BAPS; Melbourne, Australia

February 2016 - May 2017

- Involved in various Meetups, Hackathons and volunteer at Google developer group in Melbourne.
- Professional membership of Australian computers society (ACS), and regularly attending conferences, workshops and meetups.
- Volunteer in various activities like tree plantation, quit addiction drive, dram and acting, and various other social and cultural activities.