JITIN ARORA

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A result oriented professional with 5 years of experience in **iOS App Development** with **Mindtree Ltd.** Have an experience in handling iOS Application development using Swift and Objective-C. Basic exposure of applications on hybrid platform. Experience working in fast-paced, deadline-oriented environments. Good technical skills; quick to adapt new technologies and concepts. Good Communication Skills.

Current Designation & Company: Senior Engineer, Mindtree Ltd.

REWARDS & RECOGNITION

- Successfully completed iOS Development using swift training by Edureka with Grade A.
- Got multiple awards for good contribution in the projects in Mindtree like A-Team award, Eureka award and Smart Thinking award.
- Developed and Demonstrated the application solutions in Mindtree Digital week' 2015 and won 1st prize as a whole mobility team.
- Attended Architecture Conclave' 2015 event and demonstrated the application solutions.
- Participated and choreographed dance events organized by Mindtree.
- Participated in a two day workshop on Ethical Hacking and Cyber Security conducted by Cyber Cure Solutions in the year 2011-2012.
- Participated in a seminar conducted by Microsoft Dream Spark Yatra in the year 2011-2012.
- Participated in a group dance in the college fest- Gquasar'2012.
- Participated in various school and inter-school level quizzes.

QUALIFICATION

B.Tech in CSE from Galgotia's College Of Engineering And Technology, Greater Noida	2014	69.12%
XII from MJKPS, Delhi- CBSE	2010	71%
X from MJKPS, Delhi- CBSE	2008	75.16%

PERSONAL DOSSIER

Date of Birth : 22nd November, 1991
Languages Known : Hindi, English , Punjabi
Other Interests : Playing Cricket, Volleyball, Dancing

CAREER OVERVIEW

- Working as Senior Engineer from March-2015 till date.
  Job Responsibility: Analyzing requirement; implement design, development, validation and support activities in line with architecture requirement; participate in knowledge management activities.

TECHNICAL SKILLS

- Language: Swift, Objective C, SQL
- Working experience in iOS SDK, Cocoa Touch Framework, ARKit, Vision frameworks.
- Knowledge of SQLite, Core Data
- Knowledge of SVN, Git tool
- Work experience in Agile Process

PROJECT SUMMARY

Working in an **innovation hub** of Mindtree called **Digital Pumpkin** on innovative ideas and latest technology trends and develop solutions for different industries Clients. We are co-creation and co innovation team by doing Research and Development.

1. Project on Smart Indoor Navigation

Technology: Swift 4.2, Indoor Atlas, Restful Web services
Duration: 7 months
Description: App done for automobile customer for indoor navigation across their manufacturing plant and the workplace tower. A person can locate himself and do live navigate from anywhere to the specific POI's across their workplace. A Person can book the meeting rooms available in the zone of the particular building. In the Manufacturing plant, static navigation between any two POI's with reference checkpoints across. In the new normal, it also helps in the keeping count of people under threshold limit in the particular zones of the building.

2. Project on Car Retail in Augmented Reality

Technology: Swift 4.2, Unity, ARKit 2
Duration: 3 months
Description: App for car retail industry by displaying the 3D model of the desired car and sharing the same augmented view on the customer mobile as well. Then, playing around the 3D model by changing its seat colour, roof, outer body, alloy colour and other customization according to the customer.

3. Project on HoloTalk

Technology: Swift 4.2, Core Video, AVFoundation framework, Web Service**,** ARKit 2
Duration: 4 months
Description: App which allows the user to see and talk real time through hologram. An iPhone having true depth camera takes a real-time feed from the front camera and the app performs a post-processing on the camera feed. During the processing, the user's avatar is copied into four different sides of the frame in order to form the final frame which is transmitted and rendered in a Hologram. The other person on the other side can talk live with the Holographic avatar.

4. Project on Product Recognition

Technology: Swift 4, Core ML, Restful web service
Duration: 5 months
Description: App in CPG industry, for clicking the image of the product checking if it goes blurred or not, if lighting is sufficient for an image and recognizing what object it is displaying the information about the product.

5. Project on ToyFair

Technology: Swift 4, Restful web service
Duration: 4 months
Description: App for exhibition view of all the toys for different age groups of kids. Details of each toy with corresponding images of each toy.

6. Project on Smart future workspace.

Technology: Swift 3.1, Indoor Atlas, Restful web services
Duration: 5 months
Description: App for login in with office 365 and getting the upcoming events in the office calendar, uberizing the entire experience of all the meeting rooms on different floors on the map showing live which ones are booked and which ones are available and navigation with voice to each. Showing all the different POIs on each floor.

7. Project on Travel guide and assistance.

Technology: Swift 2.0, Cocoa Touch frame work, Restful Web Service
Duration: 6 months
Description: App for traveler members to guide them to stay safe and secure. Whether its prior to travel, during the trip, or after return home it provides in depth travel, security and health.

8. Project on Beauty products and techniques.

Technology: Swift 2.0, Cocoa Touch frame work, Restful Web Service
Duration: 6 months
Description: App for beauty products and cosmetics. App gives access to free color formulas and step-by-step styling techniques. Access to videos & education for styling.

9. Project on Secure Pinpad

Technology: Objective-C, Core Graphics
Duration: 5 months
Description: It is a library to provide a user a pinpad to enter a pin with better and enrich user interface. Number of input value, ripple effect, color of the input and circle color all are the configurable through main application.

10. Project on Brand marketing and research.

Technology: Swift 2.0, Cocoa Touch frame work, Restful Web Service
Duration: 4 months
Description: Application for Brand managers. They can see how the product is going in the market. They can analyze different keys and values, analyze graphs about the products, and manage the marketing of the product accordingly.