Manoj Shinde

iOS Developer   **Total experience: 4+ Years**

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Professional information:

I am an iOS developer with 4+ years of experience in mobile application development (iPhone/iPad). I have worked on numerous application development from scratch to publishing the applications. As a developer, I was responsible for gathering requirements and implementing it to satisfy the client. I work as part of a team or sometimes team lead and I can handle the team and solve the problems. I am a quick learner and I believe in never stopping on the quality delivered. I strive continuously toward achieving new heights for creating new benchmarks always. I worked closely with the Hardware team while working on the BLE / IoT projects. Also, Having in-depth knowledge including **Swift**, **Objective C, Version Controlling**, **Firebase, Cocoatouch, Build Automation using CI/CD.** I strive continuously toward achieving new heights for creating new benchmarks always

Skills & Respective experience

Objective C: 1+ Years

Swift: 4+ Years

Tech Stack

Programming Languages	C,Swift,Objective c
Development Tools	Xcode
RDBMS, Servers, etc.	
Operating System	Windows XP/7/8, Mac-OS
Libraries/Framework/Tools	Google Maps, Firebase, HealthKit
Other skills	iBeacon, Bluetooth application, Unit Testing
Cloud infrastructure/ Third-party integration	GoogleDrive, third party API's

Experience

- Mindbowser info solutions pvt ltd (Nov 2019 - Present)
- GCO Technology center pvt ltd (Oct 2018 – Oct 2019)
- i-XL Technologies (Feb 2017 – Oct 2018)

Past Projects

Project Name: : Wundercare-Teacher

Role: iOS developer

Technology Used: iOS, Swift

Details:

It's an iPad application developed for child care center, where teacher can track child activitieslike daily report, attendance ,child health data etc. teach can also communicate with parent using chat.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPad and testing the app before publishing it on the iTunes Store.

Project Name: CheckPoint

Role: iOS developer

Technology Used: Swift

Details:

OS native application for iPad build using Swift. it is for event management system whereattendee can able to check in and check out for particular event. admin can have access to real time data along with other wide range of functionalities.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app,ensuring that the app is having compatibility with the iPad and testing the app beforepublishing it on the iTunes Store.

Project Name: UEi HUB

Role: iOS Developer

Technologies Used: iOS, Swift, Objective-C, BLE

Details:

UEi HUB is the companion app for HUB2, HUB4, and HUB6 test kits. It enables Bluetooth on your mobile device to read tool values from your WHP1 hygrometer probes, WPP1 pressure probes, and WPC1 pipe clamps. In addition to measurement values HUB calculates and displays important refrigerant and parameters all in preferred units of the user. Monitor Superheat and Subcooling for any of the included refrigerants. Add refrigerants to the user's favorites list to quickly change between them on the refrigerant side display. Smoothly transition between refrigerant or airside values with a swipe of the display. On the airside, the user will find essential values for temperature split and the ability to expand the view to show additional psychrometric information. With the simple connection process, and ample wireless range HUB makes it easy to get the system information that the user needs without being tied to a fixed location on the jobsite.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPad and testing the app before publishing it on the iTunes Store.

Project Name: Kinesiometrics

Role: iOS Developer

Technologies Used: iOS, Swift

Details:

This application is designed to send patient's activity data from health Kit to the Amazon AWS cloud to allow their medical practitioners to perform complex analysis on their activity levels before and after intervention. The app itself will also help patients track appointments with their provider, receive postoperative instructions, communication with their medical provider and office staff, and view their activity relative to the surgery date.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPhone and testing the app before publishing it on the iTunes Store

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Project Name: DTHA2

Role: iOS Developer

Technologies Used: BLE, Swift, third-party API integrations, iOS, Objective-C

Detail:

It is a companion app for UEi's DTHA2 wireless adapter. It enables Bluetooth on users mobile device, launch the app, connect DTHA2 and measure:
a) Airflow velocity (ft/min, mph, m/s, or km/h)
b) Volumetric flow (CFM, m^3/h, or L/s)
c) Temperature (F or C)
d) Relative Humidity

The app allows the user to adjust for Round or Rectangular Ducting (in or cm) as well as take averages over Time or Average via Point readings.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPad and testing the app before publishing it on the iTunes Store.

Project Name: Tot-Tech

Role: iOS Developer

Technologies Used: Swift

Detail:

It's a BLE application, which uses ForgetMeNot device to perform the BLE operations, The ForgetMeNot is a smart car seat insert designed to prevent children from being forgotten in cars! The ForgetMeNot automatically turns on when a child is placed on it and connects to the TotTech app on the parents phone.Then if the parent gets too far from the ForgetMeNot alerts are triggered reminding the parent they may be leaving their child in the car

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPad and testing the app beforepublishing it on the iTunes Store.

Project Name: Bleacher

Role: iOS developer

Technology Used: Swift

Details:

Bleacher helps you build relationships with your athlete by combining stat tracking withresult-appropriate conversation starters.

Responsibilities:

I was responsible for the requirement gathering and analysis for the development of the app, ensuring that the app is having compatibility with the iPad and testing the app beforepublishing it on the iTunes Store.

Academic Qualification

- I have completed Diploma in computer science at SES polytechnic, Dhule from University of Dhule & got 59.00%.

- I have completed BE - Bachelor of computer science (Year: 2011-2015) at Gulabrao deokar college of engineering, Jalgaon from Maharashtra State Board &got 61.00%.

- I have completed S.S.C (Year: 2005) at Unnati madhyamik vidhyalay, Dhulefrom Maharashtra State Board & got 53.00

Personal Information

Date of Birth	: 25 May, 1990
Nationality	: Indian
Address	: Bavdhan,Pune
Languages known	: English, Hindi and Marathi.
Hobbies	: Reading Novels, Playing Chess and Cricket
Strengths	: Hard working, Willingness to always learn something new.