

Mounika Jakkampudi

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Summary:

Senior software engineer with 7+ years of experience in the complete product development lifecycle of successfully launched mobile applications using native iOS and react native cross platform. Experienced in leading teams to achieve concrete goals on a strict deadline.

Work Experience:

iOS Lead Developer / Freelancer

Feb 2019 – Present

- Working on warehouse data and point of sale iOS application which allows salespeople to scan store inventory and allow customers to pay for goods.
- Designed the application using MVVM architecture and implemented test cases.
- Worked closely with back-end engineers to design and tweak RESTful API used by the frontend.
- Efficiently used GCD and NSOperationQueue for improving application performance.
- Designed user interface using Auto Layout and NSLayoutConstraint.
- Collaborated closely with GUI designers for artifacts and fellow developers as part of code reviews.

Achievements:

- Successfully implemented the seamless integration of scanner and printer features.
- Ensured that all business and design objectives were met.

[iOS & React Native Lead Developer / PeopleLink Unified Communications](#)

Nov 2017 – Jan 2019

- Developed the applications [GRTLIVE](#), [GoLive.ai](#) and [InstaVC](#) using Objective-C, Swift, React Native, WebRTC and XCode.
- Implemented Unified Communications module using Socket and WebRTC.
- Designed user interface using Auto Layout and NSLayoutConstraint.
- Integrated Alamofire and Meteor using Cocoapods.
- Improved iOS application performance using concurrency techniques efficiently.
- Leverage native APIs for deep integrations with both platforms.
- Diagnose and fix bugs and performance bottlenecks for performance that feels native.

Achievements:

- Successfully implemented reliable video conferencing architecture using WebRTC.
- Successfully released the applications within the planned schedule.

[iOS Lead Developer / Sparsity](#)

Feb 2016 – Oct 2017

- Designed and developed the application [Bizooku](#) with dynamic CMS based UI components which is to cater the needs of small businesses across the globe using Objective-C, Swift and XCode.
- Created configuration files and schemes for dynamic switching of production, development and staging environments.
- Designing user interface using Auto Layout and NSLayoutConstraint.
- Consumed REST APIs Json response data and displayed in views responsively using GCD.
- Performance tuning using Instruments and XCode.
- Followed code reviews and improved the efficiency of the code.
- Created reusable components that can be applied to iOS applications developed throughout the organization.

Achievements:

- Successfully deployed the adaptive, scalable (DIY) mobile app platform.
- Small to medium size companies had gone MOBILE without outsourcing or writing a line of code.
- Successfully released Team YOLO, I'm Infinity, Fun & Freedom Club and 100 more enterprise

applications.

[iOS Lead Developer / ViaBlitz Inc.](#)

April 2015 – Jan 2016

- Developed the application [Blitz4Biz](#) using Objective-C, Swift and XCode.
- Used Core Data for storing the jobs, status updates while there is no network availability.
- Consumed REST APIs Json response data and displayed in views responsively using GCD.
- Wrote technical documents, user guides and support documentation.
- Collaborated with team for architectural decisions.
- Developed code to tie different views for portrait and landscape orientation.

Achievements:

- Successfully implemented high level analytics on promotion activities by users on particular Wi-Fi or associated with dedicated BlitzIt QR code.
- Successfully released the application within the planned schedule which allows businesses to interact more meaningfully with customers directly.

[iOS Developer / SmartPhoneTech](#)

May 2012 – March 2015

- Participated in technical design and architecture of [Isha Foundation](#) application.
- Developed custom UI Views based on UIKit Framework. Worked with UI Navigation View, UI Tab Bar View, UI Custom Cell, UI Alert View.
- Improved the performance of the application by using Instruments tools(Leaks and Allocations).
- Created graphic images using Photoshop and storyboards using NinjaMock.
- Used Agile-Scrum methodology for delivering the project.

Achievements:

- Ensured proper recording and closure of all issues.
- Successfully released the applications with numerous downloads.

Education:

- B-Tech, JNTU-Kakinada, 2012, with 81%.
- Intermediate, 2008 with 96%.
- S.S.C., 2006 with 82%.