**Mounika Jakkampudi**

Mobile Application Developer - iOS, Android, React Native

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**SUMMARY:**

* Have 8+ years of experience in native iOS application development using iOS SDK, Swift, Objective-C, XCode IDE, Storyboards, XIBs, SwiftUI and CocoaTouch frameworks.
* Have 3+ years of experience in cross platform mobile application development using JavaScript, React Native, Android, Gradle, Realm, Redux, ES6, CSS, TypeScript, Visual Studio Code and React Native Developer Tools.
* Experience in developing video streaming and Voice IP applications using React Native, WebRTC, Socket.io
* Experience in developing CMS web applications using JavaScript, React.js and Redux.
* Experience in writing micro services using Node.js, PostgreSQL and Integrating Swagger to document Rest API.
* Complete knowledge on working with memory management using Static Analyzer, MRC and ARC.
* Good experience with native iOS frameworks like Foundation, UIKit, XCTest, SQLite, CoreData, CoreLocation, CoreGraphics, MapKit, CoreBluetooth, AVFoundation, HealthKit, EventKit, MessagesUI, XCTest, WebRTC, Meteor, OneSignal, Facebook SDK, Parse SDK, Fabric, TestFlight, Swiftlint, Firebase and other third-party frameworks.
* Experience in working with AutoLayouts, SizeClasses, StackViews and NSLayoutConstraint for creating dynamic user interfaces in iOS applications.
* Expertise in designing MVC and MVVM architectures, Cocoa design patterns like delegation, target-action, singleton and KVO.
* Well versed with complete SDLC, Agile process with exposure to Scrum. Worked in a variety of project teams practicing Agile, Test Driven Development methodologies. Acted as Scrum master for several projects.
* Thorough understanding of data structures and algorithms.
* Highly adaptable in quickly changing technical environments with very strong organizational and analytical skills.
* Well versed with Apple App Store submission process and Google Play Release process.
* Proven track record of success creating apps that are both well-received and commercially viable.
* Good Knowledge in creating applications from scratch and maintaining it in common repository SVN, GitHub, Bitbucket and Jenkins CI/CD pipelines. Proper documentation for future maintenance and upgrades.

**TECHNICAL SKILLS:**

Languages : Objective-C, Swift, JavaScript

IDE : XCode, Visual Studio Code

Database : SQLite3.0, MySQL, PostgreSQL

Web Services : REST API, JSON, XML

Cloud : AWS (EC2, RDS)

Operating System : iOS, Mac OS, Windows

Performance Tools : Activity Monitor, Object Allocations, Leaks, Time Profiler

Frameworks : React Native, WebRTC, SwiftUI, Socket.io, Facebook SDK, Parse SDK, AVFoundation, Media Framework, CoreLocation, MapKit, Twitter SDK, Firebase SDK, SwiftCharts, CoreGraphics, CoreData, Sqlite 3.0, StoreKit, CoreBluetooth, GameKit, HealthKit, EventKit, AFNetworking, Alamofire, MagicalRecord, Android NDK, ADMob SDK, Npm, Meteor, OneSignal. TestFlight, Swiftlint, Firebase, Google Analytics, Fabric Crashlytics

**PROFESSIONAL EXPERIENCE:**

**Client:** FitMetrix

**Role:** LeadMobile Application Developer

**Location**: San Francisco, CA

**Duration:** April 2019 – Sep 2020

**App Store Link:**

<https://apps.apple.com/us/developer/fitmetrix/id1172889789>

**Project** **Description:**

FitMetrix develops white labeled Portals to different gyms across the United States. The FitMetrix Branded app allows members a fun experience to track their workout history, book classes and display their members real time performance data including heart rate calories, speed, power, distance and rpm.

**Responsibilities:**

* Developed the application FitMetrix with an ability to deploy hundreds of apps with the click of a button.
* Used oAuth2.0 to authenticate users and to refresh tokens.
* Integrated with HealthKit to store workouts in a health app.
* Establish Bluetooth Connection between the Application and Heart Rate Monitor.
* Worked with Charts API to plot Dynamic graphs.
* Followed the applicable design patterns like Singleton, MVVM, and Delegate protocol.
* Consumed REST APIs Json response data and displayed in views responsively using GCD.
* Developed Widgets like Workout Log, Leaderboard in the Dashboard using UIKit.
* Developed Workout screen which shows Heart rate, calories burned and time.
* Implemented data Storage and retrieval using P-list and UserDefaults and CoreData.
* Implemented Custom UI for Push notifications with UserNotifications framework.
* Worked closely with back-end engineers in writing micro services using Node.js and PostgreSQL.
* Integrated Swagger for documenting Rest API.
* Involved in developing CMS web applications using React.js and Redux.
* Performing Code Reviews for other developers.
* Ensure the performance, quality and responsiveness of application.
* Used Agile-Scrum methodology for delivering this project.

**Environment:** Swift 4.0, XCode 11, iOS SDK, UIKit, Swift JSON, Alamofire, CoreData, AVFoundation, HealthKit, CoreBluetooth, EventKit, SDWebImage, MBProgressHUD, Cocoapods, TestFlight, JavaScript, Node.js, PostgreSQL, Redux, React.js, Visual Studio Code.

**Client:** PeopleLink Unified Communications Pvt. Ltd.

**Projects:** GoLive.ai, GRTLive**,** InstaVC

**Role:** iOS & React Native Software Developer

**Location**: Hyderabad, India

**Duration:** Nov 2017 – Jan 2019

**App Store Links:**

<https://apps.apple.com/au/app/golive-ai/id1417156448>

<https://apps.apple.com/us/app/grtlive/id1293717107>

<https://apps.apple.com/in/app/instavc-lms/id1249968350>

**Responsibilities:**

* Developed the applications GoLive.ai, GRTLive and InstaVC using JavaScript, React Native, iOS SDK, Android SDK, Swift and XCode.
* Implemented Unified Communications module using Socket.io and WebRTC.
* Designed user interface using React Native UI Components, Router, StackNavigation and Stylesheet.
* Building pixel-perfect, smooth UI’s across both mobile platforms.
* Developed various reusable components to be used across apps and platforms.
* Designed the data management layer using Redux, actions and reducers.
* Improved application performance using promises, asynchronous API calls and exception handling.
* Leverage native APIs for deep integrations with both platforms.
* Ensure the performance, quality and responsiveness of application.
* Diagnose and fix bugs and performance bottlenecks for performance that feels native.
* Used Agile-Scrum methodology for delivering this project.

**Environment:** JavaScript, React Native, ES6, CSS, WebRTC, Socket.io, Node.js, TypeScript, Visual Studio Code, Meteor SDK, React Native Developer Tools, Redux, Async storage, Swift, XCode 9, iOS SDK, Android SDK, Cocoapods.

**Client:** Sparity

**Role:** Senior iOS Developer

**Location**: Hyderabad, India

**Duration:** Feb 2016 to Oct 2017

**App Store Link:**

<https://apps.apple.com/in/developer/bizooku-technologies/id824282397>

**Apps Developed:** Team Vision, I'm Infinity, Fun & Freedom Club, and many more.

**Responsibilities:**

* Designed the architecture for the application Bizooku with different layers like network layer, core data layer and data parsing layer following MVC design pattern.
* Created configuration files for dynamic switching of production, development and staging environments.
* Developing dynamic CMS based UI components.
* Building reusable components and front-end libraries for future use.
* Implemented Custom UI for Push notifications with UserNotifications framework.
* Designing user interface using Auto Layout and NSLayoutConstraints.
* Converted Swift 2.0 based code to Swift 3.0 and resolved the warnings and errors during migration.
* Consumed REST APIs Json response data and displayed in views responsively using GCD.
* Writing Unit Test Cases using XCTest framework for performance checking and other fail cases.
* Performance tuning using Instruments and XCode.

**Environment:** Swift 3.0, 4.0, XCode 8.3.2, iOS SDK, UIKit, Fabric SDK, Swift JSON, Alamofire, Core Data, SMTP, AVFoundation, QuartzCore, SDWebImage, MBProgressHUD, EventKit, Cocoapods.

**Client:** SmartPhoneTech

**Projects:** Isha Foundation, InGo Money, iGrabit

**Role:** iOS Developer

**Location**: Hyderabad, India

**Duration:** May 2012 - Mar 2016

**App Store Link:**

<https://apps.apple.com/us/app/sadhguru/id537568757>

<https://apps.apple.com/us/app/ingo-money-cash-checks-fast/id656846983>

<https://www.igrab.it/>

**Responsibilities:**

* Participated in technical design and architecture of Isha Foundation application.
* Used Core Data for offline database management and extensively worked with NSManagedObject class.
* Implemented Check Capture functionality using AVFoundation framework and Core Graphics.
* Integrated and implemented push notifications and helped the web service team in setting up the keys in the backend.
* Created software specification(SRS) and design(SDD) documents and submitted to clients.
* Developed various POC’s and demonstrated for various stakeholders.
* Experienced in creating storyboards using Photoshop, Illustrator and Microsoft Visio.
* Writing Unit Test Cases using XCTest framework for performance checking and other fail cases.
* Consumed REST APIs Json response data and displayed in views responsively using GCD.

**Environment:** Objective C, XCode, iOS SDK, UIKit, CoreData, JSON, CocoaTouch, Restful, CoreLocation, SDWebImage, MBProgressHUD, EventKit, Cocoapods, MVC.

**EDUCATION:**

* B-Tech, Jawaharlal Nehru Technological University, 2012, with 81%.