**Mounika Jakkampudi**

Mobile Application Developer (iOS, React Native)

+1 (669) 288-1661 | mounika.jakkampudi@gmail.com

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**SUMMARY:**

* Overall 8+ years of IT experience in designing & developing mobile applications using native iOS and cross platform.
* Expertise in native iOS application development using iPhone SDK, Swift 1.0...5.X, Objective-C, XCode IDE, Storyboards, XIBs, InterfaceBuilder and CocoaTouch frameworks.
* Experience in cross platform mobile application development using ReactNative, NPM, Visual Studio Code.
* Good experience with native iOS frameworks like Foundation, UIKit, SQLite, CoreData, CoreLocation, CoreGraphics, MapKit, CoreBluetooth, AVFoundation, Messages UI, XCTest, WebRTC, BLE, Meteor, OneSignal, APNS and other third party frameworks.
* Complete knowledge on working with memory management using Static Analyzer, MRC and ARC.
* Experience in working with AutoLayouts, SizeClasses, StackViews and NSLayoutConstraint for creating dynamic user interfaces in iOS applications.
* Expertise in MVC, MVVM architectures, Cocoa design patterns like delegation, target- action, singleton and KVO.
* Experience in building and consuming REST Web Services.
* Good knowledge in working with Apple Push Notifications, In-App Purchases, Localization, GameCenter, Peer Networking.
* 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.
* Interested in working on different technologies and learning new technologies and very much updated to new technologies.
* 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.
* Good Knowledge in creating applications from scratch and maintaining it in common repository SVN, GitHub and Jenkins CI/CD pipelines.

**TECHNICAL SKILLS:**

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| **Programming Languages** | Swift 1.0...5.X, Objective-C 2.0, Javascript, React, Node |
| **Operating System** | iOS 4.0...12.1, MAC OS, Windows. |
| **Performance Tools** | Activity Monitor, Object Allocations, Leaks and Time Profiler. |
| **Frameworks** | 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, WebRTC, ADMob SDK, Npm, Meteor, OneSignal. |
| **IDE** | XCode 4...12, Visual Studio Code. |
| **Web Services** | XML/JSON Web services. |
| **Database** | SQL Server, SQLite 3.0. |

**PROFESSIONAL EXPERIENCE:**

**Client:** FitMetrix **Duration:** April 2019 – Present

**Role:** SenioriOS Developer **Location**: San Francisco, CA

**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.
* 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.
* Performing Code Reviews for other developers.
* Ensure the performance, quality and responsiveness of application.

**Environment:** Swift 4.0, XCode 11, iOS SDK, UIKit, Swift JSON, Alamofire, CoreData, AVFoundation, HealthKit, CoreBluetooth, EventKit, Cocoapods.

**Client:** PeopleLink Unified Communications Pvt. Ltd. **Duration:** Nov 2017 – Jan 2019

**Projects:** GoLive.ai, GRTLive**,** InstaVC **Location**: Hyderabad, India

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

**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 Objective-C, Swift, React Native and XCode.
* Designed the architecture for the application with different layers like network layer, core data layer and data parsing layer and followed MVVM design pattern.
* Implemented Unified Communications module using Socket.io and WebRTC.
* Designed user interface using Auto Layout and NSLayoutConstraints.
* Building pixel-perfect, smooth UIs across both mobile platforms
* 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.
* Used Agile-Scrum methodology for delivering this project.

**Environment:** Swift 4.0, XCode 9, iOS SDK, UIKit, Meteor SDK, Swift JSON, Alamofire, CoreData, AVFoundation, WebRTC, Socket, Cocoapods, React Native, React.js, Node.js, Visual Studio Code.

**Client:** Bizooku / Sparity  **Duration:** Feb 2016 to Oct 2017

**Role:** Senior Software Developer-iOS **Location**: Hyderabad, India

**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:**

* Developed the Application Bizooku, the world's go-to place to successfully launch mobile ideas with stronger, faster, better adaptive mobile platform, anyone can quickly and affordably build apps that can change their look, feel and functionality in real-time.
* Designed the architecture for the application 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.
* Efficiently used GCD and NSOperationQueue for improving application performance.
* 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.
* 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:** ViaBlitz Inc.  **Duration:** Nov 2015 - Jan 2016

**Projects:** Blitz4Biz, BlitzIQ  **Location:** Hyderabad, India

**Role:**  iOS Software Developer

**App Store Link**:

<https://itunes.apple.com/in/app/blitz4biz/id1209924269?mt=8>, <https://itunes.apple.com/in/app/blitziq-instant-query/id1058339145?mt=8>

**Responsibilities:**

* Developed the applications Blitz4Biz and BlitzIQ using Objective-C, Swift following MVC design pattern.
* Used Core Data for storing the jobs, status updates while there is no network availability.
* Developed various POC’s and demonstrated for various stakeholders.
* Designing user interface using Auto Layout and NSLayoutConstraints.
* Improved the performance of the application by using Instruments tools(Leaks and Allocations).
* Created software specification(SRS) and design(SDD) documents and submitted to clients.
* Created graphic images using Photoshop and storyboards using NinjaMock.
* Used Agile-Scrum methodology for delivering this project.

**Environment:** Swift, XCode, iOS SDK, UIKit, CoreData, JSON, CocoaTouch, Zxing, Restful, CoreLocation, CoreAnimation, MVC.

**Client:** SmartPhoneTech **Duration:** May 2012 - Nov 2015

**Projects:** Isha Foundation, InGo Money, iGrabit  **Location**: Hyderabad, India

**Role:** iOS Developer

**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.
* 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.

Improved the performance of the application by using Instruments tools (Leaks and Allocations).

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

**EDUCATION:**

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