



HARSHA
BONTHU

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FOR HIRE

I am a highly motivated, passionate developer with detail oriented knowledge in Hybrid, Native Mobile / Web Development & Graphic Design looking for a growth oriented challenging Position.

WORK EXPERIENCE

CARD.COM – LEAD MOBILE PRODUCT ENGINEER SEP '15 - PRESENT

- + Lead mobile team and product development.
- + Improved code / app quality with best practices, TDD, crash reporting, Automated testing and CI setup.
- + Increased customer acquisition and retention with event tracking, A/B testing and deep linking features.

LEARNZILLION – Sr. MOBILE SOFTWARE ENGINEER May '13 - SEP '15

- + Responsible for architecture design and implementation of hybrid mobile app with remote updates and single codebase for multiple platforms.
- + Lead UI style guide and convert all pages to be mobile friendly and responsive.
- + Improved app ratings with an advanced version of app rate plugin.

MEDIABARN – MOBILE / WEB DEVELOPER OCT '12 - DEC '13

- + Responsible for gathering product requirements, project estimation, lead design, development and maintenance of various native / hybrid iOS, Android and single page apps.

GEORGE MASON UNIV, STRATFORD UNIV – ADJUNCT FACULTY AUG '12 - AUG '14

- + Teach iOS, Android and web development courses.

ETS CORPORATION – MOBILE DEVELOPER MAR '12 - OCT '12

- + Developed native iOS, Android apps for processing credit card payments through ETS gateway API.
- + Develop native sdk's to interact with bluetooth connected devices and get credit card data.

TECHNOSOFT GROUP – FRONT END DEVELOPER 2008 - MAY '10

- + Designed UI, mockups, web pages, Converted PSD to html. Developed custom themes for wordpress, drupal, joomla and other custom CMS.

SKILLS

CSS3 iOS Android HTML5 Objective-C
Illustrator Native apps React Native
Photoshop Hybrid apps
Cordova Swift Polymer React
Phonegap PHP Java Grunt PWA Ionic
plugins Sketch Jasmine Typescript
Javascript Gulp Angular2
Nativescript Karma Ionic2 Webpack
Ruby Ruby on Rails Node.js Meteor.js Angular

ACHIEVEMENTS

- ★ Contributed to open source projects like Branch.io, Ionic, Cordova, etc.
- ★ Developed various custom cordova plugins for native SDK's and Hybrid bridge for native features in iOS and Android.
- ★ As a lead developer was Involved in development of initial MVP's for various startups.
- ★ Implemented remote updates feature in cordova apps before the rise of recent services like code push, ionic deploy, etc.

EDUCATION

2010 - 2012

MASTERS IN INFORMATION SYSTEMS
GEORGE MASON UNIVERSITY

2006 - 2010

BACHELORS IN ELECTRONICS AND COMMUNICATIONS
JNT UNIVERSITY, INDIA

CARD.COM MOBILE APP (HYBRID - iOS, ANDROID)

Card.com is a mobile branchless banking service. I was responsible for making architectural framework decisions and refactored existing app with improved code quality by following best practices, TDD, automated testing and CI setup, etc. I've developed custom cordova plugins to support native functionality and integrated native sdk's from 3rd party vendors like Ingo money for check deposit service in hybrid mobile app. Improved app quality by integrating crashlytics and raygun for crash / bug tracking. Increased customer acquisition and retention with event tracking, A/B testing and deeplinking using Branch.io, Blueshift integration. Implemented remote app updates to support instant feature releases, bug fixes and A/B testing. I have written gulp scripts, automated tests and deploy scripts for releasing the app internally or for beta testing. Quickly diagnosed and fixed issues involving the build system, contributed architectural/API improvements, bug fixes to RESTful APIs written in PHP, Drupal. I've been leading development of next version of the app based on Angular2 / Ionic2, Polymer UI elements and webpack.

TECHNOLOGIES / TOOLS:

Cordova, Custom cordova plugins, Gulp, Angular/ Angular 2, Ionic / Ionic2, Polymer, Webpack, Typescript, Karma, Jasmine, Protractor, Probo CI, Appveyor, Google cloud device farm, Objective C, Java, PHP, Drupal, Crashlytics, Raygun, Branch.io, Blueshift, AWS cloudfront, sketch app, HTML5, CSS3.

LEARNZILLION APP (NATIVE AND HYBRID - iOS, ANDROID)

Learnzillion helps teachers and parents meet the academic needs of their students by providing an open, cloud-based curriculum. I was responsible for supporting, maintaining existing native iOS and Android apps including working on bug fixes, improving application performance, reliability and stability. Analyze error output via crash reports or stack dumps to determine where and what went wrong. Also worked on Architecture design and development of Hybrid mobile app based on same codebase as website i.e Ruby on Rails and provide native features in mobile app. I've written TDD based REST API in ROR to implement notifications and messages in native apps in order to migrate existing users to next version of the app. I've developed gulp based build system to integrate with Rails deploy process and custom cordova plugins to support native functionality when the website is opened in native app shell. I was also responsible for leading the UI style guide, modularized architectural UI components to improve scalability, minimized code duplication and made the website responsive, mobile friendly using these components. Developed a chrome app with similar hybrid functionality of providing native features when opened in a chromebook.

TECHNOLOGIES / TOOLS:

Cordova, Custom cordova plugins, Crosswalk, Ruby on Rails, Rspec, Split, Sass, Gulp, Ionic cli, Jasmine, Selenium, Circle CI, Calabash, Objective C, Java, Crashlytics, HTML5, CSS3, Foundation, JQuery, Iodash, Coffeescript, Postgresql, Photoshop, Illustrator.

AMERICAN WOODMARK APP (HYBRID - iOS, ANDROID)

American woodmark app is a collection of high quality inspirational ideas for woodwork cabinets. Users can browse images of inspirational rooms, kitchen bath and office spaces, filter selection by room style, color, etc. I've developed a hybrid mobile app with Apache cordova using angularjs as the development framework to build responsive SPA to replace a legacy web app built with jquery. Implemented directives to customize components and made extensive use of promises for application control flow. Updated UI for better user experience on various screen sizes with media queries and keyframe animations. I've reviewed requirements for project to insure they are comprehensive for design hand off, budget estimations, kept tight feedback cycle with client and delivered fixes quickly to meet client deadlines..

TECHNOLOGIES / TOOLS:

Cordova, Angular, Crosswalk, Sass, Gulp, XML, HTML5, CSS3, Javascript, Iodash, JQuery, Browserstack, Mixpanel, Photoshop.

SILLYBUS APP (NATIVE - iOS)

SillyBus App is an exciting and fun game on Ipad devices for children. Users can watch videos created by SillyBus, play memory match game, create sillypix by dragging hats, goggles by selecting a picture from library or capturing with camera and share the image on facebook, twitter, etc. Implemented drag and drop images, editing images using Core Image API.

TECHNOLOGIES / TOOLS:

Objective C, Xcode, Cocoa touch -UIKit, Core Foundation, Core Image, Facebook SDK, Twitter SDK.

CHEERFILE APP (NATIVE - iOS)

Cheerfile is a social networking site where cheerleaders can share their performance through videos and images with other users. Users can record a performance, tag other cheerleaders, instructors, teams and upload there videos, images to Cheerfile website using the native mobile app. I've developed the native app in Objective-C to validate user login, upload videos / images and share them to facebook using FB social API integration. I've also designed and implemented RESTful Web Services using php and mysql.

TECHNOLOGIES / TOOLS:

AFNetworking, Core Location, Core Data, UIKit, Core Animation, Core Foundation, Core Audio, CocoaPods, Objective C, Xcode, Facebook SDK, PHP, MySQL.

EMONEY APP (NATIVE - iOS, ANDROID)

EMoney Mobile App is similar to squareup.com for processing credit cards anywhere using a Magtek IDynamo Device. Any Merchant having an EMoney account can accept payments by credit card swipe or entering card details manually to process payments using ETS payment gateway. Merchants can email or text payment receipts to users. I was responsible for developing an MVP version app for both iOS and Android platforms. Involved in complete development lifecycle of the app i.e writing specifications, developing native apps, implementing acceptance UI testing, internal and app store releases. Created views based off wireframes, implemented UI designs using both storyboards and NIB files, designed abstract object model classes, core data database. I've implemented user authentication for both iOS and Android platforms and used Magtek native SDK's to communicate with bluetooth devices and processed data using EMoney SOAP based web services.

TECHNOLOGIES / TOOLS:

AFNetworking, JSONKit, ARC, UIKit, Core Foundation, Core Data, Frank UI testing, Java, Objective C, Eclipse, Xcode, SVN.

PMONEY APP (NATIVE - iOS, ANDROID)

PMoney Mobile App is similar to Paypal.com for making payments to friends and businesses anywhere. Users can register with their phone number and can make payments to any user with a phone number. Users can add their contacts to PMoney, invite them, Add to favorites, make payments. Users can add funds from bank accounts, credit cards and also view a list of previous transactions made to friends or businesses. In a Team of two, we developed the native apps using PMoney & EMoney web services, SMPP message gateway to send and receive text messages, Identifying users by device id, JSON, XML parsing, and ASP.net MVC 4.0.

TECHNOLOGIES / TOOLS:

AFNetworking, JSONKit, ARC, UIKit, Core Foundation, Core Data, Frank UI testing, Objective C, Xcode, SVN.

NATIONAL GEOGRAPHY –SEA FOOD DECISION – MOBILE WEB APP

Seafood decision guide is an app which can be used to learn nutritional values of fish species. Users can browse through different species based on level of mercury, food chain level, Omega values and learn which fish species are safe to eat. Developed the Mobile Web App with responsive design using JQuery, Html5, CSS3 and loaded the fish information from XML, implemented the search mechanism to filter fish data.

TECHNOLOGIES / TOOLS:

HTML5, CSS3, Angularjs, Javascript, jQuery, Phonegap, Git.

NATIONAL GEOGRAPHY –PRISTINE – MOBILE WEB APP

Pristine Maps is a Map guide app to learn about the Island explorations done by national geography campaigns on various islands. Users can explore the locations of various islands and learn about the island, its population density, Sea Images, etc. Developed a responsive Mobile web App using Html5, CSS3 and JQuery to load the Island POI's on the Map from XML data.

TECHNOLOGIES / TOOLS:

HTML5, CSS3, Angularjs, Javascript, jQuery, Phonegap, Git.

PMONEY MAPS – MOBILE WEB APP, DESKTOP APP

PMoney MAPS is a merchant based app for PMoney to send real time alerts when they receive payments from PMoney users. Merchant can authorize a payment made by PMoney user by verifying ID and can also send Text or Email Receipt. I've developed the mobile web App with a responsive HTML5 design making it mobile compatible and accessible across various platforms. Developed backend using ASP.net MVC framework 4.0, utilizing Web services of PMoney, HTML5 local storage. Also used Adobe flex to generate an Air based desktop application for Windows, Mac and Linux.

TECHNOLOGIES / TOOLS:

HTML5, CSS3, Javascript, JQuery, Adobe flex, Bootstrap, TFS

CENGAGE MAGAZINE – MOBILE WEB APP

E-Learning App is a Html5 based flipbook magazine for children where they can learn how to speak and learn about animals, culture, etc. Users can listen to the narration as the words get highlighted in sync with audio and flip through images with page turn effect to learn about the animals, habits, culture, etc. Developed an App from the scratch using Html5, JQuery, CSS3 with page flipping effect and audio sync word highlighting implemented using custom jQuery plugin.

TECHNOLOGIES / TOOLS:

HTML5, CSS3, Javascript, jQuery, Custom jQuery plugin, Git, Photoshop, Illustrator