

Niranjan Molkeri

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Quick Snapshot: Mobile developer with enthusiasm to build clean and feature rich apps with 3+ years of extensive experience building the mobile apps for consumer facing as well as the business centric applications. I bring in hands-on experience in technologies like iOS, Android, React Native, Ionic.

Summary

- Strong working knowledge of Xcode, CocoaTouch, Objective-C, Swift, and iOS.
- More than year of experience in mobile development with Swift and React Native.
- Experience as a Mobile developer with hands on experience in JavaScript, Swift, Objective-C, Java and related markup coding support tools.
- Detail oriented developer with experience in the entire software development life-cycle. Including requirements gathering, design, development, testing, debugging and maintenance.
- Familiar with both native and hybrid iOS development.
- Use of Grand Central Dispatch (GCD) and NSOperations to perform tasks on different threads, allowing for a more fluid user experience
- Adept at integrating various native and 3rd party frameworks such as CoreLocation, MapKit, XCTest, CoreGraphics, Google APIs, Social Framework, CoreAnimation, AVFoundation, UIKit, EventKit, CloudKit, Core Bluetooth, etc.
- Experienced persisting data device-side using Core Data, SQLite and FMDB SQLite
- Experience integrating with multiple RESTful web services and parsing JSON responses.
- Experience in developing reusable UI components in React Native.
- Experience working with Redux for app state management.
- Familiarity with transmitting data and events between React Native and Native (Objective-C, JAVA) components.
- Proficient in version control tool like Git, SVN.
- Experienced with various methodologies such as Test-Driven Development (TDD), Sprints, and Agile / SCRUM methodologies
- Adept in both written and oral communication skills, while also experienced with working with overseas teams

Technical Skills:

Framework/Library: iOS, Angular, React JS, React Native, NodeJS, Express, Ionic, Cordova, PhoneGap.

JS Tools: Webpack, Gulp, Grunt, NPM, JQuery, AJAX, JSON.

Languages: JavaScript, Swift, Objective-C, Java, Python, C/C++.

Source Control: Git, SVN.

Databases: SQLite, Oracle, Couchbase, MySQL, SQL Server, Postgresql.

IDE: Atom, Brackets, XCode, PHP storm.

ClockShark - Chico, CA

October 2018

to Present

Mobile Software Developer

Worked on Mobile application to help with time management for construction companies.

Responsibilities:

- Participated in planning and designing mockup for the iOS application.
- Adding new features to existing iOS application to better accommodate customer needs.
- Writing Design Documents for implementation of new architecture of iOS and Android application.
- Research about implementing Flutter, Native iOS and Android mobile frameworks to improve mobile application performance.
- Worked on coding UI elements in Xamarin iOS framework.
- Worked in Agile/Scrum environment to deliver software solution.

- Integrate with Customer Support team to resolve customer issues.
- Working with Mobile team to test and release Android and iOS application to App Store.
- Monitoring usage of the application after the application is released for any crashes or user complaints.
- Working with new hires to explain ClockShark Mobile application code base.

**iovox- Chico, CA
2018**

September 2017 to October

Junior Mobile Developer

Worked on React-Native application for a data management application which allows user to sync all their calls to cloud and share call details among the team members.

Responsibilities:

- Support the entire application lifecycle (concept, design, test, release and support)
- Produce fully functional mobile applications writing clean code.
- Gather specific requirements and suggest solutions.
- Troubleshoot and debug to optimize performance.
- Liaise with Product development team to plan new features.
- Ensure new and legacy applications meet quality standards.
- Research and suggest new mobile products, applications and protocols.

Tools and Frameworks: XCode, Swift, Objective-C, Android Studio, React native, Redux, SocketIO, FMDB,

**Inspectful LLC- Chico, CA
2017**

March 2017 to September

Junior Developer

My primary role in this company involves working on Mobile Application, which allows property managers to help with smooth tenant move-in, move-out inspections and store all the data on cloud.

Responsibilities:

- Designed and build applications for Apple devices on the **iOS** platform.
- Write code to implement, modify and improve features for iOS application.
- Maintained quality and ensure responsiveness of applications.
- Collaborated with the rest of the engineering team to design and launch new features.
- Maintained code integrity and organization.
- Utilized RESTful APIs to connect **iOS** applications to back-end services.
- Working on implementing various OOP practices like MVC, KVO, and Singleton architectures.
- Collaborate with a team to define, design, and ship new features.

Tools and Frameworks: XCode, Swift, Ionic, Phonegap, Cordova, React native, Redux, Gulp, Rest Api.

**First Person News- Pasadena, CA
2017**

Jan 2017 to March

Application Developer

Description:

The First Person app allows you to report local news and events to national news stories anywhere in the world. Users of the First Person app get news in real time right from the source free from media bias.

Responsibilities:

- Updated the iOS application from Swift 2.0 to Swift 3.0.
- Integrated Facebook and Twitter SDK into the app for social login.
- Worked towards testing the application, handling current bug/errors in the application furthermore contributing towards the enhancement of the application.
- Memory Management and performance optimization of the application using Instruments.

Tools and Frameworks: AFNetworking, CocoaTouch, UIK Framework, Umeng SDK, JPush, Ping++ , Objective-C, XCode, NSNotificationCenter.

Education:

California State University, Chico
Computer Science

Aug 2014 to December 2016

Courses:

- Advanced Algorithms and Data structures.
- Operating System.
- Software Engineering.

Visvesvaraya Technological University, Karnataka
Electronics and Communications Engineering

Aug 2008 to July 2013

Courses:

- Network Theory
- Control System
- Signals and systems
- Multimedia Communication