

## Summary

Mobile engineer with around 9 years of experience mainly in building scalable iOS software for a wide range of businesses ranging from Augmented Reality to Financial Services and have served millions of users. Currently looking for a challenging new contract role in Amsterdam and some fun people to work with. I have been living in the Netherlands for more than 5 years now and can speak some Dutch as well :)

## App Showcase

- **Moneyou Go** iPhone, iPod Touch  
*One of the best mobile banking solutions in NL and DE* *March 2018 - December 2018*
- **2dehands.be** iPhone, iPod Touch, iPad  
*Largest B2C and C2C Marketplace in Belgium* *June 2016 - December 2017*
- **Blippar** iPhone, iPod Touch, iPad  
*Upcoming Visual Search, Object Recognition and Augmented Reality platform* *June 2015 - May 2016*
- **Layar** iPhone, iPod Touch, iPad  
*World leading and pioneering Augmented Reality Platform* *November 2014 - May 2016*
- **Jumbo** iPhone, iPod Touch  
*E-commerce app for Jumbo Supermarket* *February 2014 - November 2014*

## Recent Work Experience

- **Moneyou** Amsterdam, The Netherlands  
*Senior iOS Engineer - Freelance* *March 2018 - December 2018*
  - Help Moneyou team with their iOS Feature development and release
  - Setup test automation for iOS
  - Won moneyou hackathon and successfully implemented suggested features in the app
  - Helped in creating a new and compliant banking infrastructure with AWS Serverless Lambdas
- **Veon** Amsterdam, The Netherlands  
*Senior iOS Engineer - Freelance* *January 2018 - February 2018*
  - Short term contract to help with refactoring of VEON iOS App
  - Improve continuous integration for iOS
- **Ebay Inc.** Amsterdam, The Netherlands  
*Senior iOS Engineer - Freelance* *June 2016 - December 2017*
  - Singlehandedly maintain and develop the 2dehands.be App for Belgium that has millions of users
  - Also spent some time as part of the ebay global mobile team building classified apps for 11 different countries for example Gumtree UK
  - Setup all required processes for iOS software development such as Automated Testing, Continuous Integration, Crash Analysis etc.
- **Layar** Amsterdam, The Netherlands  
*Senior iOS Engineer* *November 2014 - May 2016*
  - Lead Developer for the iOS Layar App that makes millions of users see Augmented Reality
  - Lead Developer for the iOS Layar SDK that help businesses make Augmented Reality solutions

- Part of the team building the Blippar App that makes people visually search from the world around them

- **IceMobile Agency** Amsterdam, The Netherlands  
*Senior iOS Engineer* *February 2014 - November 2014*
  - Senior engineer in the iOS development team building apps for the leading supermarkets in the Netherlands such as Jumbo and Albert Heijn
  - Gathering business requirements and coming up with efficient technical solutions to address them
  - Automating user interface testing and setting up continuous integration
- **Ebuddy** Amsterdam, The Netherlands  
*iOS Developer* *June 2013 - January 2014*
  - Working in the iOS Development Team building the messaging app XMS that had millions of users around the world and was a competitor to whatsapp

## Previous Work Experience

- **Simple Apps LLC** New Delhi, India  
*Founder* *February 2012 - June 2013*
  - Started an iOS App development company and built several apps under it
- **Self Employed** New Delhi, India  
*iOS Consultant* *May 2012 - June 2013*
  - Stayed at home in India with parents and helped various companies around the world with their iOS development and design. My clients were based in Singapore, Florida, North Carolina, Washington DC, Israel among other places.
- **MicroStrategy Inc.** McLean, VA  
*Software Engineer* *September 2010 - January 2012*
  - Worked on several iOS Development projects for the clients of Microstrategy and helped automate various tasks. Also helped develop the microstrategy SDK. iOS was a pretty new technology at this point so this was some really good experience.
- **Citisync.com** Gainesville, FL  
*iOS Developer* *January 2010- July 2010*
  - Singlehandedly built the citisync iOS Application. This was when iOS 3 was the latest version. Also my first experience as an iOS Developer and it piqued my interest in the field
- **University of Florida, Department of Emergency Medicine** Gainesville, FL  
*Java Developer* *September 2009 - February 2010*
  - Together with the resident doctors, developed a board game with Java Swing that helped medical students learn in an interactive manner
- **Bloomberg LP** New York, NY  
*Financial Software Development Intern* *May 2009 - August 2009*
  - As an intern I helped out with a number of projects in the Global Trading team writing code in C++ and managing large mainframe supercomputers

## Education

- **University of Florida** Gainesville, FL  
*Masters in Computer Engineering* *August 2008 - August 2010*
  - CGPA: 3.6/4.0

## Skills

**Languages:** Objective C, Swift, C, C++, Python, Bash, Javascript

**Technical Skills:** Test Driven Development, Automated UI Testing, Continuous Integration Setup (Jenkins/Teamcity), Rapid iOS prototyping, GIT, Xcode, iOS Security (ATS), Machine learning, Restful API Design

**Business Skills:** Agile/Scrum Development, Managing Expectations, Project Estimation, Converting Business Goals to Technical Requirements, Risk Management

## Other Interests

General Aviation, Hiking, Travel, Salsa Dancing, Poker, Billiards.