

Authored Apps

- **Earhead** iPhone, iPod Touch
September 2012 - Present
An iOS social networking app for sharing the music you like.
 - Team: Woked alone on the development. Design was decided mutually with client Cody Williams.
 - Number of Downloads: 1100+
 - Frameworks used: Three20, Parse, Social, UIKit, Foundation
 - Technical problems solved: Figuring out how to get Parse to return the data we wanted especially when joins were required. Figuring out creating suitable Parse data models.
- **Just Add Beer** iPhone, iPod Touch
August 2012 - Present
A fun drinking game app for iOS.
 - Team: Development was initially started by an app development agency in Phillipines but things didn't work out between my client Moshe and them, so he hired me and had me inherit all the code and move the project forward. We also hired a designer Gadi Freedman, who prepared most of the UI Screen PSDs.
 - Number of Downloads: Unknown
 - Frameworks used: UIKit, Parse, CoreGraphics, Foundation
 - Technical problems solved: Drawing stuff with CoreGraphics
- **RedditNode** iPad, iPhone, iPod Touch
September 2012 - Present
An app for browsing reddit.
 - Team: Developed, designed and promoted by me.
 - Number of Downloads: 12,000+
 - Frameworks used: Three20, CoreData, UIKit
 - Technical problems solved: Creating the cascaded UI for iPad, CoreData iCloud issues.
- **Roster Reminder** iPad, iPhone, iPod Touch
June 2012 - October 2012
An app for pilots to get reminders for flights on their roster.
 - Team: Developed by me. Designed mutually with Client Ravinder Singh.
 - Number of Downloads: Unknown
 - Frameworks used: UIKit, CoreGraphics
 - Technical problems solved: Parsing PDF Data and retrieving the info we want from a Pilot's PDF Roster
- **DictionaryNode** iPad, iPhone, iPod Touch
July 2012 - Present
An offline english dictionary app.
 - Team: Developed, designed and promoted by me.
 - Number of Downloads: 4,000+
 - Frameworks used: Three20, CoreData, UIKit, sqlite, EgoDatabase
 - Technical problems solved: Getting all the words into database, Designing iPad UI
- **HackerNode** iPad, iPhone, iPod Touch
February 2012 - Present
A frontend for Y Combinator's Hacker News.
 - Team: Developed, designed and promoted by me.
 - Number of Downloads: 22,000+ (5,000 Active Users)
 - Frameworks used: Three20, CoreData, UIKit, sqlite, EgoDatabase
 - Technical problems solved: Creating iPad Cascaded UI, Writing a stable Objective C scraper for Hacker News HTML

CitiSync

iPhone, iPod Touch

CitiSync helped you discover and share events. Not live anymore

January 2010 - May 2010

- Team: Developed by me. Designed by Scott Feiglis.
- Number of Downloads: Unknown
- Frameworks used: UIKit, Foundation
- Technical problems solved: This was my first ever commercial project for a client. I was so proud I was able to learn iOS app development and deliver the project within deadlines.

Work Experience

• Nodemesh.net

Clifton, VA

Founder

February 2012 - Present

- Building a cluster of interconnected apps to give people a unique user experience on their mobile devices
 - * *RedditNode* - An app for browsing reddit - Objective C
 - * *HackerNode* - An app for browsing hacker news - Objective C
 - * *DictionaryNode* - An offline english dictionary app - Objective C

• Self Employed

New Delhi, India

iOS Consultant

May 2012 - Present

- Helping various companies around the world with their iOS development and design
 - * *RosterReminder* - An app reminding pilots about their flights - Objective C (Under review)
 - * *Just Add Beer* - A drinking game board app - Objective C (In Development)
 - * *Earhead* - A music sharing app - Objective C (In Development)

• MicroStrategy Inc.

McLean, VA

Software Engineer

September 2010 - January 2012

- Worked on several iOS Development projects and helped automate various tasks
 - * *Usher* - An app for managing events - Objective C
 - * *Alert* - An app for interacting with customers through facebook - Objective C
 - * *MicroStrategy Mobile SDK* - A higher level SDK for making MicroStrategy Apps - Objective C

• Citisync.com

Gainesville, FL

iOS Developer

January 2010- July 2010

- Helped Citisync.com build their iPhone Application
 - * *Built the iPhone application. Unfortunately the app is not live anymore.* - Objective C
 - * *Also wrote some server side scripts for generating xml* - PHP

• University of Florida, Department of Emergency Medicine

Gainesville, FL

Java Developer

September 2009 - February 2010

- 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
 - * *Created Bloomberg function GTRE for managing email recipient lists* - Javascript, C++
 - * *Added some new features to a few backend services* - C++

Education

• University of Florida

Gaineville, FL

Completed Masters in Computer Engineering

August 2008 - August 2010

- GPA: 3.6 ([Click here to View Grades](#))

Course Projects

DataBase Systems Implementation Created a DataBase System from scratch in C++ that parsed ANSI SQL input and queried csv files.

Multithreaded Bidding System Created a bidding server and client in Java to demonstrate Multithreading.

Fingerprint Based Email System Created an email messaging system with fingerprint based authentication in Visual Basic that also employed public key cryptography to encrypt emails.

Skills

Languages: Objective C, Java, C, C++, Python

(Learning): Photoshop, Online Marketing, Sales, Value Proposition

Other Skills: Unix, Git, XCode, Photoshop, Reverse Engineering

Other Interests

Backpacking, Hacker News, Startups, Photography, Aviation, Halo, Billiards, Beer!