

Pranav Suri

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EDUCATION

University of Waterloo

Bachelor of Applied Science in Computer Engineering, Minor in Economics

Waterloo, Canada

Apr. 2027

British School Jakarta

IB Diploma & IGCSE

Jakarta, Indonesia

Spring 2021

EXPERIENCE

Ecobee

Aug. 2023 – Present

Incoming iOS Engineering Intern

Remote

- Developed a prototype leveraging ActivityKit to display live activity, offering a superior alternative to the existing notification system for the home monitoring team.
- Eliminated redundant feature flags from 20 screens and instituted documentation protocol for active flags, enhancing code base efficiency.
- Implemented 6 brand-new screens using SwiftUI for newly launched smart doorbell.

1Password

Sep. 2022 – Jan. 2023

Software Developer Intern

Remote

- Worked on iOS applications using Swift, Objective-C, and Rust as part of the User Lifecycle and Growth team.
- Collaborated with the design team to improve the user interface and user experience of the application.
- Worked with the product manager to draft app requirements and plan sprints for a large team of 20 engineers.
- Participated in the annual 1Password Hackathon to help develop QR code login for all 1Password platforms.

Autotrader.ca

Jan. 2022 – May 2022

iOS Engineering Intern

Toronto, Canada

- Fixed iPad search sorting and implemented remote config caching for feature flags.
- Spearheaded development for dark mode support for the app by tracking user analytics with Firebase.
- Implemented autofill features, streamlining user registration and subscription process, increasing user conversion by 5%.
- Wrote UI tests, test plans, and carried out biweekly regression testing discovering bugs critical to product.
- Implemented feature flag using Optimizely, providing dynamic data based on user demographic.
- Monitored production server, identifying slow response times and endpoint errors using New Relic and PagerDuty.

Capybara (Pre-seed Startup)

Aug. 2022 – Oct. 2022

Lead iOS Developer

Singapore

- Spearheaded development of iOS application, translating over 15 Figma frames into code using SwiftUI.
- Introduced atomic UI design principles and refactored legacy SwiftUI code to enhance application performance and maintainability.
- Created a CocoaPods library to provide an abstraction layer for API data access, effectively managing data flows within the iOS application following the MVVM design pattern.
- Assisted in development and bug fixes for RESTful API developed using Golang and PostgreSQL.

PROJECTS

Tennis Score Keeping and Statistics | *Swift, Firebase, GCP, Javascript*

In Progress

- Developed an iOS app with SwiftUI and Google Firebase aimed at tennis players allowing players to gather match statistics and analyze their game.
- Applied atomic UI design and MVVM design pattern to improve efficiency and maintainability of the codebase.

Movie TMDB | *SwiftUI, Dart, Kotlin*

Jan. 2021

- Developed an app on 3 different platforms with the help of TMDB API to compare the practicality of the 3 frameworks.

TECHNICAL SKILLS

Languages: Swift, Objective-C, Kotlin, Rust, Python, C++, HTML/CSS, JavaScript, SQL

Technologies/Frameworks: WordPress, Selenium, BeautifulSoup4, Firebase, SwiftUI, UIKit, CocoaPods/SPM, Git

Developer Tools: PagerDuty, New Relic, Charles Proxy, XCode, Azure, JIRA, TeamCity