

# iOS app development portfolio

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Pratham Mehta

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# SocialSymphony

<http://socialsymphonyapp.com>



SocialSymphony is a music creation tool that allows everyone to create beautiful sounding music and share it with their friends without needing any musical knowledge or expertise.

I was incharge of the entire app and the experience that is provided to the user. The app was very challenging as it required the use of several complex audio management and encoding frameworks. The app is almost entirely built by custom UI elements



# VITAcademics

[itunes.apple.com/in/app/vitacademics/id727796987?mt=8](https://itunes.apple.com/in/app/vitacademics/id727796987?mt=8)



VITAcademics is a service for students within the university to access their attendance, marks and time table among other things to make their life simpler

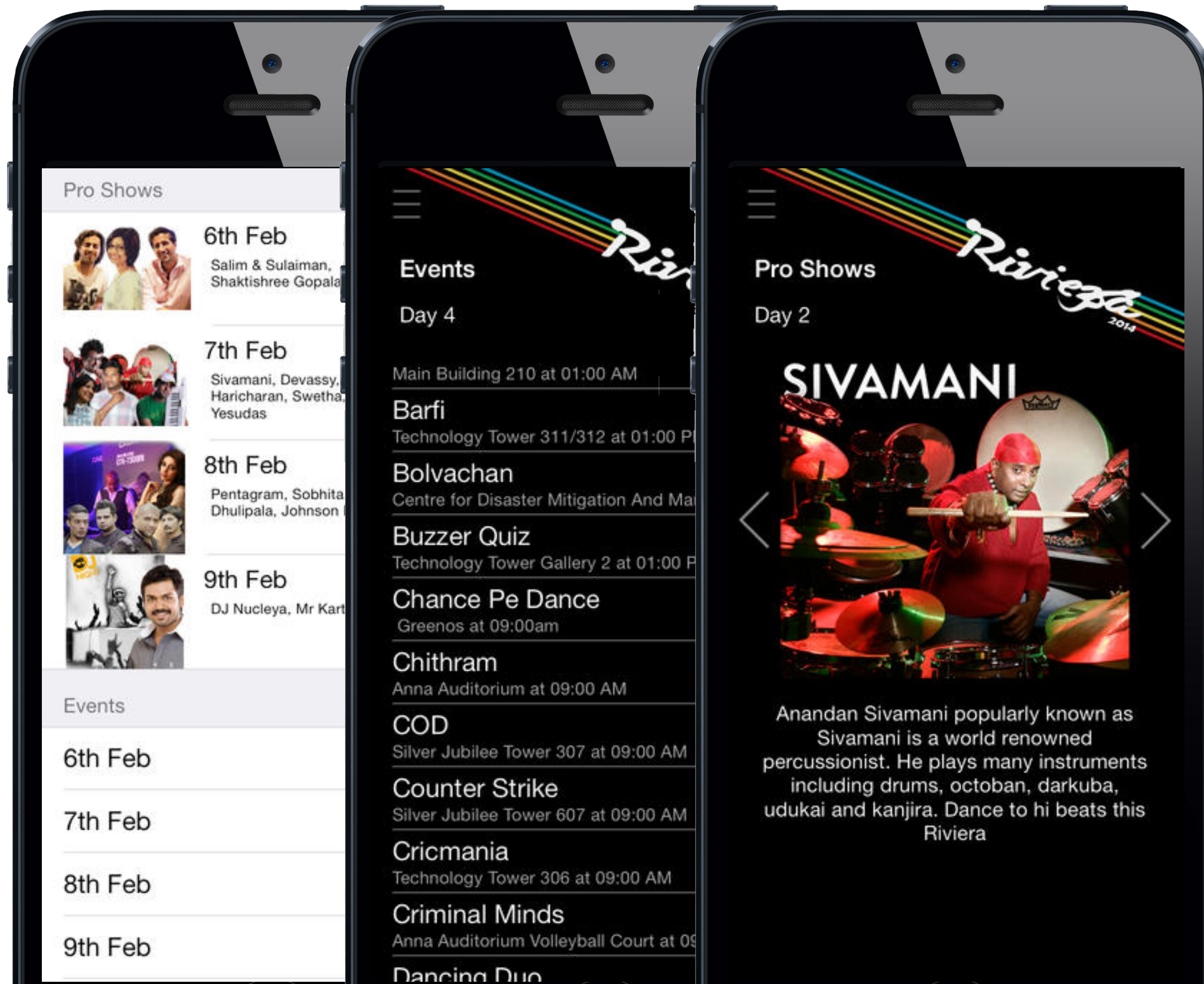
I was involved in building the iOS app from scratch. This app uses several advanced iOS technologies such as collection view layout transformation, child view controllers etc to provide the user with a engaging experience





# Riviera 2014

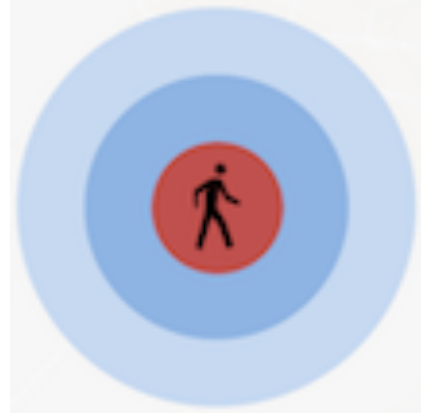
[itunes.apple.com/in/app/riviera-2014/id808010893?mt=8](https://itunes.apple.com/in/app/riviera-2014/id808010893?mt=8)



Riviera is VIT University's yearly official cultural fest. I was incharge of developing the official iOS app for the fest.

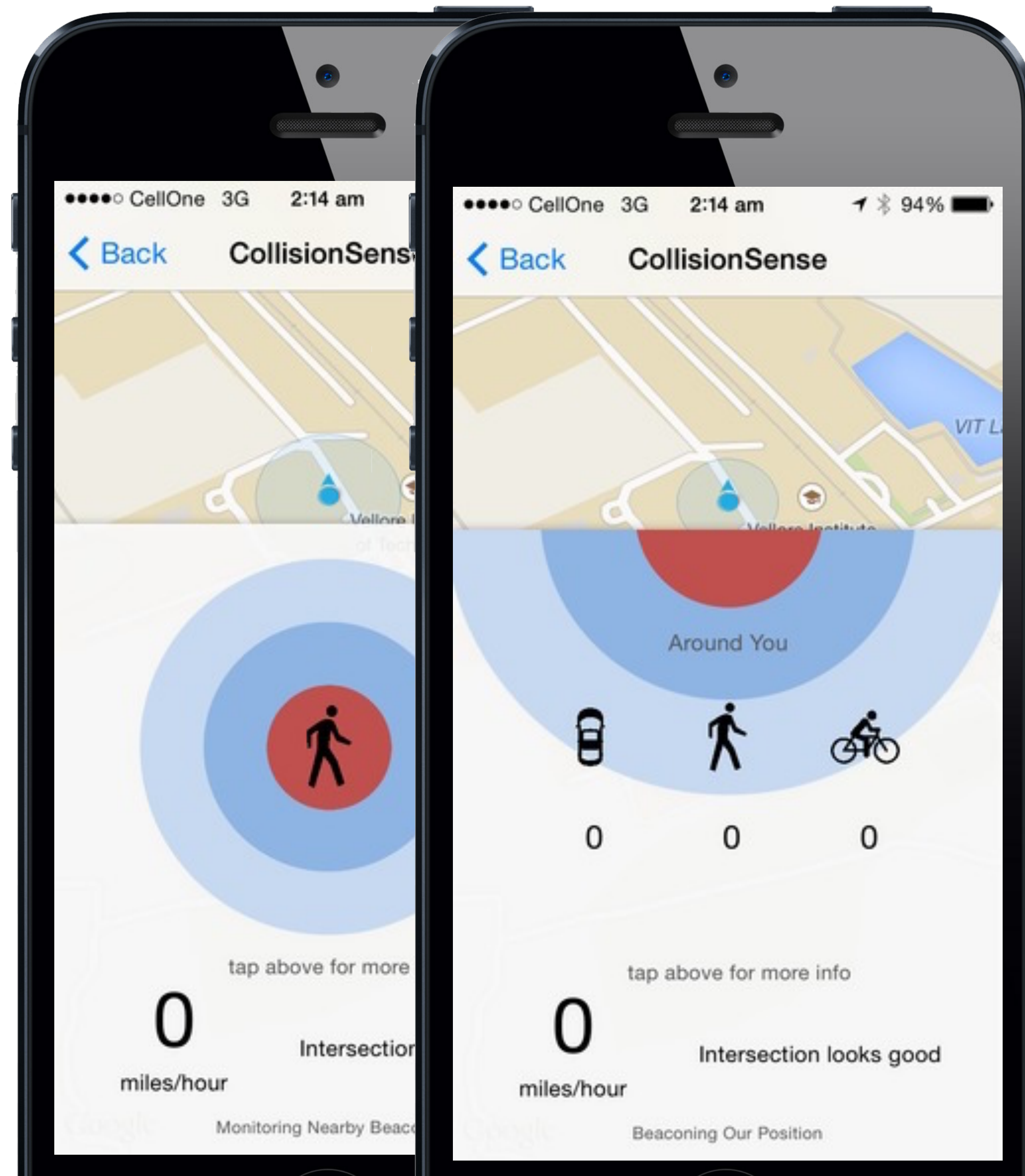
This app included some key iOS technologies like a fully native core data, core location and predictive search implementation. It also required a host of custom UI elements. The app was designed so that it could be easily reused for other events.





# CollisionSense

<http://devpost.com/software/collisionsense>



CollisionSense is an elegant solution to today's problems involving accidents that occur at intersections in the city. Given the scale of the issue we wanted to come up with a solution that does not require any setup or initial investment. We wanted to deploy a system that could leverage existing hardware and software and can start operating from the very beginning.

This was extremely challenging as it required the use of Bluetooth low energy to dynamically create and generate beacons.