**Binit Pokhrel**

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**Objective: Mobile security specialist**

**Summary:**

* Mobile security specialist with expertise in architecture reviews, privacy and security assessments, source code reviews, penetration testing, vulnerability assessments and compliance with corporate governance structures.
* Proficient in ensuring continuous enhancement of existing methodologies and supporting assets.
* Extensive experience in design and development of Web Applications using HTML, CSS, JavaScript, PHP
* Working knowledge of Designing, developing and implementing penetration tools and tests and also using existing ones to handle penetration testing activities.
* Solid understanding of information security and applied cryptographic protocols.
* Ability to exploit recognized vulnerabilities.
* Experience in RESTful Web Services specially JSON to implement Client-Server mobile application and third party JSON Frameworks.
* Track record of success building secure coding guidelines and performing risk assessments.
* Working Knowledge of Native iOS Development, iOS SDK, X-code, Objective-C, different iOS Frameworks (Foundation. Core Data, Core Graphics), third party Frameworks and API’s.
* Excellent knowledge in core concepts like Object Oriented Programming (OOP), Memory Management, Persistent Data and Data Structures and MVC patterns.
* Experience building SDLC documents such as System Requirements Specifications, High Level and Low Level Design Documents, Program Specifications, etc.
* Understanding of multiple architectures including: MVC, KVO, and Singleton
* Trained in SCRUM methodologies and familiar with Waterfall

**Technical Skills:**

Programming Languages : Objective-C, Swift, JAVA, C, PHP, HTML, CSS, JavaScript, SQL, Python

Software : Burp Proxy, Fortify, Jadx, IDA, XCode, Android Studio, Clutch, class-dump, etc.

Database : Core Data, SQLite, Microsoft SQL Server, Oracle 9i

Source Control : Git, Mercurial.

**Education:**

London Metropolitan University, London, UK, Bachelor’s Degree in Information Technology (BSc(IT)).

**Professional Experience:**

**Visa Inc., CA (Foster City) -** Mobile Security Specialist **April 2015 – Current**

* Built secure coding guidelines around emerging technologies that are lacking standards and security practices.
* Analyzed security gaps within existing mobile OS that could hinder Visa’s existing consumer and cooperate mobile solutions.
* Built strong cross-organizational relationships and effectively influenced staff across the IT organization and broader enterprise.
* Assessed existing cooperate mobile applications and polices for security gaps and loopholes.
* Analyzed security gaps within existing third party and open source mobile technologies and frameworks that lack standard validation methodologies and incorporated remediation practices to reduce the risk posture of Visa products and assets.
* Collaborated with product development and solution teams to manage software security risk aligned with business goals.
* Published internally a white paper on “Apple Pay on the web and payments using imessage: iOS 10” for its opportunities and risks for Visa.

**Environments:** Xcode, Android Studio, Swift, Objective-C, Java, iOS, Mac OS X, Burp, Jadx, Cydia, Cycript, Frida, class dump, etc.

**WWE, CT -** iOS App Developer **Jul 2014- March 2015**

* Maintained live contents for second screen iOS experience.
* Successfully delivered secure, high quality, documented and testable code
* Made Enhancements for the Live TV show.
* Managed off shore team for coordination of requirement changes, bug fix and development.
* Debugged and added test coverage to both new and existing codebases
* Collaborated with management, designers, and other developers in an open, creative environment

**Environments:** Xcode, Interface Builder, Objective-C, iOS, Mac OS X, iPhone Simulator, Cocoa Touch, NSXMLParser, SBJSON, AV Foundation and Instruments.

**Compass, NY -** Mobile Software Engineer **Dec 2013- June 2014**

* Key contributor in rebranding iOS Compass app including requirement gathering, a complete visual overhaul and implementation.
* Designed the User Interface (UI) with Web View for logging in user-specific accounts.
* Used Web Services and networking to parse xml online data from server.
* Debugged and tested the application on device for Bugs and enhancement of the app with new features.

**Environment**: Objective-C, X Code, Cocoa Touch, JSON, interface Builder, iPhone Simulator, MVC

**Dom & Tom, NY-** iOS Developer **Jun 2013 - Dec 2013**

* Contributed to the development of the iOS application through the full development lifecycle using Objective-C.
* Established agile methodologies including pair programming, weekly sprints and retrospectives.
* Worked closely with management to shape the direction of the app.
* Assisted Project Manager with release build schedules
* Eliminated memory leaks and abandoned memory using Instruments. Troubleshoot a serious issue with a third-party UI component.
* Implemented search client for server-based PIM suite on iPhone utilizing JSON, SQLite, Objective C and Interface Builder.

**Environment:** Xcode, Mac OS, iPhone Simulator, MVC, iOS SDK, Instrument, XML.

**mHelpDesk, VA -** Software Developer **Jan 2013 - May 2013**

* Evangelized best practices around building mobile applications.
* Collaborated with a team to define, design, and ship new features.
* Responsible for general maintenance of application library and debugging.
* Tested applications on device simulators and actual devices to fine-tune products.

**Environment:** Xcode, Mac OS, iPhone Simulator, MVC, iOS SDK, Instrument, XML.

**IT Switch Pvt. Ltd., Nepal -** Software Engineer **Jun 2011-Oct 2012**

* Developed complete client iPhone login and signup module that included UI design and backend communication with Web Services.
* Improved the efficiency of the application by optimization that resulted in faster loading of player and streaming data (main thread and secondary thread).
* Created a mechanism to avoid loading of duplicate data in table views
* Developed visual aids and flow charts to explain the design problem of invocation
* Documented technical specifications.
* Followed a work data flow principle for design and development

**Environments:** iOS, Objective-C, Java, J2EE, XML, HTML, JSON, XCode, Eclipse