**NAGA VENKATA DINESH REDDY GUJJULA**

**IOS Developer**

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## PROFESSIONAL SUMMARY:

* **Over 8 years** of experience in designing & developing Web & Mobile applications and 6+ years in **iOS** Applications.
* 6 **years** of development experience in iOS application using **Xcode**, **Objective C**, **C++** and **Cocoa Touch Framework.**
* Experienced in working with data parsing forms such as **XML** and **JSON.**
* Hands on experience with **Swift** programming language.
* Experienced in **Mobile Application Development using UIKit, Core Foundation with Cocoa** **touch.**
* Created and customized views using **Table Views**, **Tab bars** and **Navigation bars** which are some basic functionality in a M**ulti-View Application.**
* Proficient in programming languages such as **HTML5** and **JavaScript.**
* Proficient Knowledge in the distribution of an **APP** in to the App Store.
* Hands on experience on integrating Push Notifications.
* Knowledge of Object Oriented Concepts and good development experience in building re-usable code.
* Experience in **Framework development, JavaScript, CSS and HTML5.**
* Control the user interface programmatically, which requires more familiarity with **AppKit** classes and protocols.
* Complete comprehension of **Memory Management** in Objective**-**C using **Instruments** to fine-tune the app performance and memory management.
* Hands on experience in working with **OAuth** token handling to make **API** requests for **Google, Facebook, Twitter, GitHub.**
* Experience working on **BLE (Bluetooth Framework)**, **HealthCare, Retail,** **IT** and **Marketing** domain mobile applications.
* Strong Knowledge of **Software Development Life Cycle (SDLC)** with strategically designing and implementing the software, debugging, fixing and maintaining the software.

PROFESSINAL EXPERIENCE:

**IOS DEVELOPER**

**DJO GLOBAL INC -** SAN DIEGO, CA

August 2018 to Present

**Description: DJO Global** Inc. is a leading global provider of high-quality, **orthopedic devices**, with a broad range of products used for rehabilitation, **pain management and physical therapy.** In the beginning, **DonJoy**, a small company founded in Carlsbad, California garage in 1978 by Philadelphia Eagles. The first products were simple sleeves made of sewn-together neoprene that were pulled over the knee, ankle and elbow joints for the support. Some of the trademarks and brands include: **Chattanooga, Compex, Aircast, DonJoy, ProCare, SpinaLogic, Encore, EmpiOrmed.** In 2007, company’s fortune was changed forever. DJO was purchased by **Blackstone group** and again became a privately held company. Now in 2018, DJO was purchased by **Colfax company. X4 brace** is used for Remote monitoring including in-home exercises, steps count and Activity control. Monitor patient compliance, patient/physician collaboration for more connected managed care. **X4 with Motion intelligence (MI)** supports the knee while allowing healthcare professionals to evaluate knee joint range of motion, at-home exercise compliance and changes in pain level.

**Responsibilities:**

* Project managed with **Agile/SCRUM** methodology, code delivered in 2 week Sprints.
* Strong Working knowledge on **Swift 4.0 and 4.2** through the project and experienced many improvements over **Objective -C**.
* Gathered requirements for how the application should look and built the application accordingly from the **Design and Architect team.**
* Developed and managed **user stories** while providing status updates to Agile Scrums.
* Used **GitHub** to pull/push the code and make changes to it. Review and provide comments for the **Pull Request** and Daily interaction with the version tools.
* Developed the app using iOS frameworks, **Alamofire, Observable, Encrypted Core Data, CoreGraphics, SQLCipher Frameworks.**
* Worked on the iOS concepts like **BLE (Bluetooth), Camera,** **Core Data, AutoLayout constraints,** **Storyboards.**
* Worked on the **BLE devices (multiple knee braces)** to show the device related information like real time steps, Angle, Flexion, Extension, Activity time and private data.
* Strictly followed **MVC** design patterns for smooth application performance and secured user credentials for better user interaction with the app.
* Integrated the basic **Login and Forgot PIN** pages and stored the password in **keychain.**
* Added animation between **UIViews** for smooth transitioning and better user experience.
* Implemented custom UIViews, **TableViews**, TableViewCell, **UITabBar**, and **UINavigationController** for easy navigation of the app.
* Implemented the **Hamburger Menu Navigation** on the Dashboard screen and created the root navigation to dashboard screen for menu list.
* Utilized **Storyboards** with **Auto Layout** constraints to ensure graceful orientation handling on all devices from iPhone 5 onwards but mainly for **iPAD in landscape mode**.
* Worked on integrating with backed services and parsed **JSON responses.**
* Worked on **Messages,** used for thread communication between the Patient and Doctor.
* Integrated the **Videos** from the backed service and listed them in a table view, downloaded in the background with status indicator for the patient based on the **userID.**
* **SQLiteCipher** is used to store data in the database and also make the data to be Encrypted safely.
* Deployed the **TestFlight API** builds to get user logs and crash reports and will push each build with a specific feature for testing.

**Environment:** Xcode 10 and latest, Swift 4.0 and 4.2, Pods, Alamofire Framework, Observable Framework, SQLCipher Framework, Encrypted Core Data Framework, Charts, Animations, JSON, Storyboard, CoreGraphics, AutoLayout Constraints, GitHub, Keychain, BLE devices, iPad Device, TestFlight.

**IOS DEVELOPER**

**SAMSUNG -** MOUNTAIN VIEW, CA

August 2017 to June 2018

**Description: Samsung Research** is advanced research and development hub of Samsung’s SET(End Product) Business who is leading the development of future technologies with 22 R&D centers 20,000 Researches around the Globe. **SRA** is a subsidiary of **Samsung Electronics Corporation.** Samsung is dedicated to developing innovative technologies and efficient processes that create new markets, enrich people’s lives and continue to make Samsung a digital leader. Working on the **SmartThings App** no matter where you are, you can connect, monitor and control smart devices, home appliances, TV’s and speakers registered with server quicker and easier. We can control **Samsung Smart-TV’s**, **appliances** and **SmartThings-compatible devices.**

**App links:** <https://itunes.apple.com/us/app/smartthings-samsung-connect/id1222822904?mt=8>

<https://itunes.apple.com/us/app/smartthings-classic/id590800740?mt=8>

**Responsibilities:**

* Project managed with **Agile/SCRUM** methodology, code delivered in 2 week Sprints.
* Strong Working knowledge on **Swift 3.0, 4.0** through the project and experienced many **improvements** over **Objective -C**.
* Gathered requirements for how the application should look and built the application accordingly from the **Design and Product team.**
* Worked on Memory management and **ARC** (Automatic Reference Counting).
* Executed and Monitored standards for **user interfaces**, **page design** and iOS development.
* Developed and managed **user stories** while providing status updates to Agile Scrums.
* Fixed bugs when notified or documented by QA in bug tracking system **Jira**.
* Conducted Memory management testing by using **Static Analyzer and Instruments.**
* Review and provide comments for the Pull Request / Merge Requests and Daily interaction with the version tools.
* Worked on integrating with back end services using existing frameworks and also worked on the **Samsung Analytic Events.**
* Worked on the iOS concepts like accessibility, custom transactions, core Data, Auto Layout and storyboards.
* Developed the App using CocoaTouch frameworks like **UIKit**, **Foundation**, **CoreGraphics Frameworks**.
* Used **GitHub** and **GitLab** to pull code and make changes in the code and push the code back and expertise in device firmware testing.
* Invoked **RestFull Web services** using NSURLSession and Parsed JSON responses using

**NSJSONSerialization.**

* Utilized **Storyboards** with **Auto Layout** constraints to ensure graceful orientation handling on all devices from iPhone 5 onwards.
* Performed regression and unit testing with **XCTest UI Testing** framework within Xcode.
* Worked with **Backend team** to display the correct data format in devices.
* Incorporated Categories, Protocols, User defaults, notification center, localization bundles, custom fonts, attributed strings.
* Tested the UI flow with every SmartThing’s devices and also on the alarm devices.

**Environment:** Objective-C, Xcode 9 to latest 9.3, Cocoa Touch, Foundation framework, SmartKit framework, UIKit, CoreGraphics, Swift 3, 4.0, Push Notifications, XCTest cases, OCF Cloud manager, AWS, NSLog, Storyboard, Auto Layout constraints, JSON, REST, GitHub, GitLab, XML, SQLite.

**IOS DEVELOPER**

**PRINCESS CRUISES -** SANTA CLARITA, CA

June 2015 to May 2017

**Description:** Princess Cruises first set sail in **1965** to Mexico and by now it has become the **Third largest cruise line** in the world. Princess Cruises is a proud member of **World’s Leading Cruise Lines(WLCL).** **Cruise Lines International Association** is the world’s largest cruise association and is dedicated to the promotion and growth of the cruise industry. Working on the Princess Cruises app to make easy booking and implementing phases.

**App Links:** <https://itunes.apple.com/us/app/cruise-ship-mate/id380449520?mt=8>

**Responsibilities:**

* Gathered requirements for how the application should look and built the application accordingly.
* Worked extensively with **Objective -C** and **Cocoa frameworks**.
* Developed the App using CocoaTouch frameworks like **UIKit**, **Foundation**, **CoreGraphics Frameworks**.
* Strong Working knowledge on **Swift 2.2** and older versions through the project and experienced many **improvements** over **Objective -C**.
* Added animation between **UIViews** for smooth transitioning and better user experience.
* Implemented custom UIViews, **TableViews**, TableViewCell, **UITabBar**, and **UINavigationController** for easy navigation of the app.
* Working Knowledge on libraries specific to **Swift** like **Alamofire** and also implemented bridging header from objective-c to Swift.
* Worked with Instruments tool extensively at the end of development cycle to minimize memory leaks and assure overall application stability.
* Integrated a web-based content made with HTML5 on a Native application using **UI Web View**.
* Web service calls by including **XML** parsing and **JSON** parsing in the project.
* Implemented **PushNotifications** and **LocalNotifications** and **Fixed** bugs are documented by QA team.
* Used **GitHub** to pull code and make changes in the code and push the code back and expertise in device firmware testing.
* **SQLite** is used to store data in the project and **TestFlight API** is used to get user logs and crash reports.
* Experienced with Unit and Integration Testing Framework such as KIF which allows for easy automation of ios Apps.
* Incorporated the **Push Notification** feature using APNS, in order to notify the user when any file operations were done.
* Refactored UI for additional functionalities that were added to the app.
* Responsible for service **Integration Development and Testing**.
* Updated and implemented 3rd party APIs to integrate with social networks.
* Addressed **Memory leaks** by using **Instruments** and fixed bugs for Memory management issues.

**Environment:** Objective-C, Xcode 6/8, Cocoa Touch, Foundation framework, UIKit, CoreGraphics, Swift 2.2, Push Notifications, JSON, GitHub, XML, SQLite.

**IOS DEVELOPER**

**ROCK and DIRT -** CROSSVILLE, TN

December 2013 to March 2015

**Description:** Rock & Dirt app is a one-stop shop for buyers and sellers with thousands of listings featuring construction equipment. You'll get up-to-date auction information, including past auction results, so you can find what is for sale and at what price - vital information for tracking industry price trends, seller contact options. Participated in the full SDLC, including meetings, iterative development, estimations and design sessions. Worked in design, implementation phases and on different layers of the iOS apps. Fixed relevant bugs, leaks, and deployed on the real-time device to validate the application stability.

**App Links:** <https://itunes.apple.com/us/app/rock-dirt/id672287622?mt=8>

**Responsibilities:**

* Worked with **Objective C**, and Cocoa Frameworks, which includes **UIKit** Foundation.
* Implemented Maps using **MapKit** and Core Location to display nearby branches and agents.
* Added **UIGesture**Recognizers to simulate carousel effect during navigation between view Controllers.
* Invoked **RestFull Web services** using NSURLSession and Parsed JSON responses using

**NSJSONSerialization.**

* Implemented NSOperationQueue and NSURLConnection to integrate, synchronize with enterprise backend and database.
* Worked on Memory management and **ARC** (Automatic Reference Counting).
* Strictly followed **MVC** design patterns for smooth application performance and secured user credentials for better user interaction with the app.
* Created **Network Manager** to handle the service calls through **AFNetworking.**
* Used specific XML schema for app's (Bluetooth Low Energy) BLE 4.0 profile, and use Core Bluetooth Framework **APIs** for the app to connect different devices of Apple.
* Incorporated the **Push Notification** feature using APNS, in order to notify the user when any file operations were done.
* Incorporated Categories, Protocols, User defaults, notification center, localization bundles, custom fonts, attributed strings.
* Implemented Auto Layout constraints to ensure graceful orientation handling and visualize same in different screen sizes.

Environment: Objective C, Xcode 6.3, Cocoa touch, Cocoa frameworks, AVFoundation work, AFNetworking, MapKit, Core location, iOS 7.0/8.0/ 9.0, Mac OS X.

IOS DEVELOPER

LENNOX INTERNATIONAL INC - DALLAS , TX

November 2011 to October 2013

Description: Developed and maintained Lennox Mobile Application. This App works with the GPS locator on your mobile device to adjust temperatures accordingly.

Responsibilities:

* Project managed with **Agile/SCRUM** methodology; code delivered in 3 week Sprints.
* Experienced with Unit and Integration Testing Framework such as KIF which allows for easy automation of iOS Apps.
* Performed regression and unit testing with **XCTest UI Testing** framework within Xcode.
* Implemented Push Notifications to alert the user of important system messages.
* Developed a module to route and save the **JSON** schemes into a **DB**.
* Worked on web services using **NSURL** Connection and **JSON** Parsing to establish server connections and **fetch data**.
* Worked with Backend team to display the correct data format in devices.
* Used **GitHub** to pull code and make changes in the code and push the code back and expertise in device firmware testing.
* Extensively worked with instrument tools to minimize memory leaks and assure overall application stability.
* Refactored UI for additional functionalities that were added to the app.
* Optimized app performance by profiling it with Instruments like **Allocations and Analyzer.**
* Refactored **Delegate protocols** in different areas of app and handled data for client devices.
* Resolved bugs using **Breakpoints**, **NSLog** and LLDB statements.
* Utilized **Storyboards** with Auto Layout constraints to ensure graceful orientation handling on all devices.
* Refactored code to be **iOS10** compatible.

Environment: Objective-C, Blocks, iOS10, iOS9 SDK, CocoaTouch, KIF, UIKit, Foundational, Storyboards, Auto Layout constraints, XCTest, RESTful, Push Notifications, Delegation, Keychain, Breakpoints, NSLog, Allocations, Instruments, Agile, SCRUM.

WEB DEVELOPER

FUTURE INFO TECH - HYDERABAD, ANDHRA PRADESH, IND

February 2010 to September 2011

Description: Involved in web designing using HTML 5, CSS 3, JavaScript and extensively used Table Less Design in CSS for positioning Developed HTML prototypes and UI deliverables, such as wireframes, flowcharts, screen mock-ups, and interface design specifications at HCSC.

Responsibilities:

* Planning, designing and implementing of complete Websites.
* Design with standards compliant code with emphasis on browser compatibility, accessibility, and search engine optimization.
* Updating the existing Website of client's as per the request.
* Cleaned up and rewrote front end HTML and CSS to meet validation requirements.
* Responsible for creating graphics like logos and icons by using Photoshop and Fireworks.
* Utilized an expert knowledge of JavaScript, HTML and CSS to deliver advanced GUI and controls.
* Dynamic Website design and programming using PHP, MySQL, HTML, DHTML, CSS, JavaScript.
* Inspect HTML, modify style and layout and debug advanced JavaScript using Mozilla Firebug.
* Produced JavaScript to automatically disable selected links until a given activation date.
* Group Manager in creating System Diagrams, Flow-Chart, and Database Diagrams using VISIO.
* Design Database tables, stored procedures, views, and functions per business requirement from clients.
* Normalized database tables and performed extensive query optimization.
* Wrote MySQL Stored Procedures and Views for fetching of data from multiple tables.
* Design and Develop custom animated banner templates using Flash, and jQuery.
* Validating all the User's Inputs through Java Scripts and Regular Expressions.

Environment: Adobe Creative Suite, Photoshop, HTML/DHTML/XHTML, CSS, PHP, JavaScript and jQuery Integration, MySQL, Mozilla Firebug, Microsoft VISIO and Microsoft Outlook.

TECHNICAL SKILLS:

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| iOS Applications | Objective-C, Swift and Cocoa development for iPhone and iPad devices in Xcode Interface builder - UIKit, Mapkit, Cocoa touch, PhoneGap, core Data. |
| Programming Languages | Objective C, Swift, Java, C, C++, PHP, SQL, HTML5, CSS, JavaScript, JQUERY library |
| Operating systems | MAC OS 10.5/10.6/10.7, Windows XP, Windows 7, Windows 8, Windows 10, Linux, UNIX |
| Mobile Operating systems | iOS(IPAD & IPhone Applications), Android |
| IDE`s | Xcode, Eclipse, Microsoft Visual Studio, NetBeans,Microsoft Office suites. |

Education Details:

Masters: Silicon Valley University, 2013

Bachelors: Computer Science & Engineering, JNTU Kakinada, 2009