**Manikanta**

**Email: maniv2809@gmail.com**

**Contact No: 872-201-8596**

**Sr. iOS Developer**

**PRFESSIONAL SUMMARY:**

* **7+**years of professional software experience in gathering Requirements, Analysis, Design, Development, Maintenance, Enhancement, & Production Support of iOS Applications.
* Developed Apps for different domains like Location Services, E-Commerce, Telecommunications, Secure Enterprise, Lifestyle, News and Music
* Experienced of working on **iOS platform** and **frameworks** and customizing it as per requirements.
* Undertaken full life cycle of **mobile iOS Hybrid using Phonegap Application Development** that includes testing on device and simulator as well.
* Extensive knowledge of using Xcode, Mapkit, SQLite, Core Data, AVFoundation, EventKit, Facebook, Twitter, Address Book, AddressBookUI, MessageUI, Core Location frameworks, XML parser and JSON parsing
* Created View controllers both programmatically using Objective C, Swift and also through Storyboards
* Having experience in developing hybrid applications in **Phonegap**and**native plugin for hybrid applications.**
* Developed native based iPhone applications using Objective C and Swift, XCode, iPhone SDK and Cocoa Touch framework.
* Having experience in Agile**development** methodology.
* Hands on experience customizing iPhone and iPad interfaces using **Swift 4.0/ 3.0/ 2.0** and storyboards.
* Experienced in UX Design, can translate concept design into user interface on mobiles like iPhone, iPad iPod
* Expertise in using **Design patterns** and **object oriented methodologies** to design software for mobile phones.
* Experienced with Apple Approval Distribution Process, AdHoc Enterprise distribution.
* Experience of **iPhone mobile application development** and **testing** on device and simulator using **x code**and**Objective C**.
* Involved in various parse level application and well aware of parsing of **SOAP**, **XML** and **JSON** formatted services for iPhone and iPad.
* Was involved in **Usability testing** of the application during early releases of the application to modify any user experience elements to be changed.
* Converted some classes from Objective C to Swift2
* Worked on various architectures such as **MVC**, **Singleton**, **Delegate** and **Notification** patterns.
* Experience of using version control and bug reporting tools like **clear case**, **clear quest**, **svn, tfs** and **git** etc.
* Experience taking a project from scoping requirements through actual launch of **application**.
* Knowledge of professional software engineering practices and best practices for the full software **development** life cycle, including coding standards, code reviews, source control management, build processes, testing, and operations.
* Experience providing prototypes / proof-of-concepts to the business content owners and users
* Experience in handling **Web Services** **SOAP, XML, JSON RESTFUL**.
* Worked on **Core Data** ability to write and troubleshoot SQLite Code and design managed Object context in objective C.
* Worked on latest versions of **iOS 8.0 and Xcode 6.0**, well versed with latest changes in the industry.
* Having basic Knowledge of **Swift** programming language.
* Currently working extensively with **swift** for future upgrades
* Having working experience on **SDK development** in iOS.
* Developed Mobile apps using XAMARIN for iOS and Android (C#).
* Experience in**Mobile Application Development Frameworks**,**Design Guidelines**,**design patterns**and cross platform tools like**PhoneGap /Cordova.**
* Experience in using writing web technologies for mobile, which includes **advanced** **Java script**, **HTML5, CSS3**.

**EDUCATION/CERTIFICATION:**

* Bachelor of Technology in Computer Science and Engineering

**TECHNICAL SKILLS:**

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| Programming Languages | IOS, C, Swift , VB.NET, Java, Objective C, XML |
| Web Technologies | HTML, CSS, MYSQL |
| Database | MS SQL, Oracle 9/10/11g, and MySQL |
| Markup Languages | HTML5, XHTML and XML, JSON |
| WebServices& Parsinng Techniques | SOAP, REST, JSON, GSON, DOM, SAX, Volley API, and Retrofit API. |
| Version Control | GIT ,CVS, SVN,Team Foundation Server. |
| Methodologies | Agile Methodology, Waterfall model. |
| Operating Systems | Windows, Mac, Android, Ubantu |

**PROFESSIONAL EXPERIENCE**

**Client: Volkswagen, Ann Arbour, MI July 2016 – Till Date**

**Role: IOS Developer**

**Responsibilities:**

* Responsible for designing an Intelligent Asynchronous Cache Manager to separate the UI code from Service call Code.
* This application was designed and implemented using **Storyboard**, **XCode** and **Swift**.
* Created various views, table views, customized views and popovers using **Swift**.
* Used **Table View** with **selectable cells** to categorize and navigate to options.
* Developed Navigation between views was mixture of using **Swift**, **UI Navigation Controller**, **UI Gesture.**
* Developing iOS Application using Swift programming language on Xcode IDE
* Responsible for Creating Models and Services in conformance with the WSDL s provided.
* Responsible for Service Integration Development and Testing.
* Web services deployment and testing on rest client.
* Created the complete database using **coredata**.
* Complete implementation of the retrial mechanism.
* Beta testing of the application via test flight.
* Publishing the application on App store and then pushing updates after every sprint release.
* Designed the complete MVC flow for the application with UI components and controllers to be used for iPhone.
* Complete data base designing for both android and iPhone.
* Developed Navigation between views was mixture of using **Swift**, **UI Navigation Controller**, **UI Gesture.**
* Developed critical tools for this project like customized **navigation bar** **page control** and scroll view.
* Worked with **UIKit Framework** for the applications at hand.
* Worked extensively on table view controller and made **customized table view cells** according to the client
* Worked on Swift extensively for developing iOS applications
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Worked on web service calls **XML and JSON** parsing included in the project.
* Worked with **UIKit Framework** for development and maintenance.
* Consumed Alamofire web services on SWIFT platform
* Reported progress/challenges to onsite project lead.
* Implemented latest features with Swift while keeping old logic in Objective-C.
* Worked on Swift for upcoming releases
* Used Xamarin Insights for finding and debugging issues in the app.
* Worked extensively with Xamarin framework, SQLite, SQL Server and a third-party library Web API.

**Environments**iOS 7.0, iPhone SDK, Mac OS X, Swift 4.0, Objective C, XCode 4.6 and 5.0 Agile Methodology, HTML5, CSS, REST, JIRA, JavaScript, JQuery.

**Client: Toyota, Erlanger, KY Sept 2015– June 2016**

**Role: IOS Developer**

**Responsibilities:**

* Used AV Foundation Framework to record audio from the device.
* Implemented Dropbox **API** for sharing and backup.
* Implemented Core Data framework to store user Data.
* Implemented **NS Operation Queue** and NSURL Connection to integrate with backend web services.
* Implemented using Storyboard and ARC.
* Worked on **Objective C**, **Swift**and **Cocoa frameworks** to make a Mobile application.
* Developed unit tests for testing specific functionality and logic.
* Developed intuitive iOS mobile enterprise applications using Xcode IDE and Swift programming   
  language
* Combined use of Objective C and Swift for development of the app
* Fixed bugs as documented by QA team.
* Used Instruments to fine tune the app performance and memory management.
* Formatted the Data as per Business rule to display in UI.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Debugging issues at onsite whenever required.
* Worked with **GDB** and Xcode for debugging.
* Worked with Subversion to checkout and update the codebase changes.

**Environments**iOS 7.0 and 6.0, iPhone SDK, Swift 2.0, Oracle 10, Objective C XCode 4.6, Cocoa Touch Cocoa framework JavaScript JQuery Adobe CS5 Suite Photoshop Dreamweaver MapKit Core Location AVFoundation

**Client: MasterCard, O'Fallon, MO Sep 2013 – July 2015**

**Role: IOS Developer**

**Responsibilities:**

* Upgraded reporting system of the application Sprint My Account for analytics
* Developed complete client iPad login and signup module that includes UI design and backend communication with Web Services
* Developed new components like infinite scrolling section for sliding table view
* Solved major defects in navigation controller behavior for the application
* Developed Facebook integration for the application
* Improved the efficiency of the application by optimization that resulted in faster loading of player and streaming data. Main thread and secondary thread
* Provided mechanism to avoid loading of duplicate data in table views Problem due to concurrent server calls
* Handled scenarios of no data for application during good network signal
* Explained the design problem of invocation by drawing flowcharts
* Assisted Project Manager with release build schedules.
* Worked with basics of **SWIFT** for updating the app.
* Documented the technical specifications
* Managing the work log and following the schedule to ensure completion of projects before deadline
* Followed a work data flow principle for design and development

**Environment**Objective-C, Swift, Oracle Xcode 4.6 Mac OSX Cocoa Touch Foundation UIKit Core Graphics RESTful JSON converted to existing Soap Services iOS 6.1 iPhone Simulator 6.1 Device integrated with Barcode Scanners AirWatch Mobile Device Management App Store Subversion SVN Eclipse Phonegap.

**Client: Macy's Cincinnati, OH May 2012 – Aug 2013**

**Role: IOS Developer**

**Responsibilities:**

* Developed custom UI components that make use of the frameworks including
* UIKit and Foundation Frameworks
* Developed applications and user interfaces that support multiple languages including Java, C, C , JSON, iOS 6.0 and above
* Created code with strong emphasis on reusability ensuring it works on various apple related products including different versions.
* Worked with UI/UX designers involved in creating functional user interfaces and workflows from wireframes and design assets.
* Involved in application design using iPad SDK, Xcode, Objective-C and Interface Builder.
* Utilized Soap Request to send requests to the web server, Used JSONSerialization to parse JSON data retrieved from web servers and used SQLite to save response from server for local utilization.
* AVFramework implemented for Audio playback.
* NSURL Request to display pages in UIWebview.
* NSUserdefaults to set user profile, UITableview to display data from SQLite3 Database.
* Involved in Weekly status meetings and updates with the endclient and business users along with other technical Project Leaders.
* Worked with onshore and off shore resources to ensure on time delivery of the project.

**Environment:**IOS 3.1 and above, Oracle 9, iPad Application, Xcode Interface builder, Storyboard, ARC, Cocoa framework, SQLite.

**Client: Infosys, Bangalore, India Jun 2011 – April 2012**

**Role: Java/Android Developer**

* Responsible for refactoring existing code and redesigning structures to improve performance of the entire app.
* Used UI/UX and Visual design to create an incredible looking app that makes the intended target audience job more efficient
* Enhanced the scheduler module providing the associates work schedules and notifications.
* Worked extensively with Eclipse, Java, and Android SDK frameworks.
* Used services, AsyncTask and AlertNotification API to implement event reminder feature into the mobile app.
* Worked on REST web services integration with the app.
* Used Expandable ListViews and HashMaps to create drop-down lists using custom objects.
* Responsible for3 design of user interface using various custom layouts, buttons, dialog boxes, alert boxes, and different form of widgets.
* Used AndroidNDK to integrate the library which is in C language(Embedded).
* Used Maven as build and deployment tool.
* Interacted with the Database using MYSQL.
* Used Hibernate to store the persistence data in MYSQL.
* Inserted suitable code to capture the various button and text field events and implemented the desired action for each of the widgets.
* Fixed bugs reported by testing team using ADB and DDMS.

**Environment:** Eclipse, Android SDK, Android Framework APIs, DDMS, JNI, Android NDK, MYSQL