**Prasanna Gunuru**

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**SUMMARY:**

* **4+ years** of IT experience with 3 years of experience in **iPhone/iPod/iPad** application development using iPhone SDK, Cocoa, Objective-C and Xcode
* Proficient with **Objective-C, C, C**# and **Cocoa** including interface builder and storyboards
* Complete understanding of iPhone/iPod/iPad architecture and various versions of iPhone Software Development Kit (SDK) that includes **Xcode IDE**, Instruments, iPhone simulator and frameworks
* Experience working with latest version Xcode and iOS
* Experience with **GIT** source control
* Exposure to various frameworks and API’s including **UIKit, CoreData**, **CoreLocation**, **CoreGraphics**, **MapKit**, **CoreAnimation** and **Facebook API**
* Involved at every phase of project life cycle, from concept creation to app store deployment
* Experience in implementation of the SDLC process with different project management methodologies including **Agile** and **Scrum**
* Experience working with **Charles Proxy** for web debugging.
* Experience in writing test cases for application testing and reporting bugs in **JIRA** tool for bug tracking and project management
* Proficient in testing applications on device simulators and actual devices to fine-tune products
* Ability to work independently and in a team environment
* Highly organized with the ability to manage multiple projects and meet deadlines.
* Willingness to work in a highly dynamic environment and ready to take up challenges.
* Good experience in handling clients & meeting their requirements and willing to adapt to new technologies/ work environments, well organized Analytical & Leadership skills.
* Good Communication and Interpersonal skills with lot of End-User Interaction.

**TECHNICAL SKILLS:**

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| **Languages** | Objective-C, SQL, C, C# |
| **Mobile Platforms** | iPhone/iPod/iPad , iOS 5/6/7/8 |
| **Source Code Control** | TFS,GIT |
| **IDEs** | Xcode 4.2/4.6/5.0/5.1.1/6.1.1 |
| **Databases** | SQLite Database, MySQL, MS SQL Server |
| **Operating Systems** | Windows, Mac OS |

**PROFESSIONAL EXPERIENCE:**

**Client: HTC, Seattle Oct 2014 – Till Date**

**Role: iOS Developer**

**Application: Zoe**

**Description:**

Zoe is a simple way to create, share and remix professional quality highlight videos. Choose the photos and videos you’d like to share, add a filter to give your highlight video a unique look, and choose the perfect soundtrack. Bring shared moments to life by inviting friends to remix your video and remix theirs! Remixing lets you add the best photos and videos from everyone who was there to create the ultimate highlight reel.

**Responsibilities:**

* Involved in requirement gathering, planning and developing project plans.
* Worked extensively with **Objective C** and **Cocoa frameworks**.
* Worked on web service calls in the project.
* Fixed bugs as documented by QA team.
* Worked with **UIKit Framework** for development and maintenance.
* Designed and implemented various UIViews according to specifications: **UINavigationView**, **UITableView**, **UIAlertView, UIScrollView,UICollectionView.**
* Had very good experience with multiple section in a **UITableView** and **UICollectionView**.
* Took care of device orientations (portrait and landscape mode) for different views in iPhone.
* Worked with **KVO** and **NSNotificationCenter**.
* Implemented **WebView**, **ToolBar**, **TabView**, **ProgresssViewIndicatiors** and other custom views.
* Implemented delete feature For Created and shared Zoe.
* Worked with **AVFoundation** Framework.
* Used **JSON** parsers to parse the data from the web services and display real time information.
* Implemented Single Sign In feature with Facebook.
* Used **NSUserDefault**s to save and remember user’s data and CoreData to implement data persistence on devices.
* Used **Categories** to add more functionality to Pre-existed class.
* Worked with **Git** source control to checkout and update the codebase changes.
* Followed **SCRUM** methodology throughout development.

**Environment:**Xcode, Mac OSX, iOS, objective - C, Cocoa Framework, JSON, iPhone Simulator.

**Client: Mulu, California Oct 2013 – Sep 2014**

**Role: iOS Developer**

**Application: Shopsicle**

**Description:**

Buying the latest fashion from the magazines is always a dream. Mulu bridges the gap between the retailers and the magazines by allowing you to buy the latest fashion that you desire.With the new SHOPSICLE Mobile App you can purchase the latest trends in Books, Cosmetics, Style, Gadgets, Baby products and many others. Some portion of every purchase is redirected to NGOs by MULU.

**Responsibilities:**

* Involved in requirement gathering, planning and developing project plans.
* Worked extensively with **Objective C** and **Cocoa frameworks**.
* Worked on web service calls in the project.
* Worked with **UIKit Framework** for development and maintenance.
* Designed and implemented various UIViews according to specifications: **UINavigationView**, **UITableView**, **UIAlertView**
* Integrated **CoreData** functionality provided in the iOS SDK with the application to support all the database operations.
* Used **JSON** parsers to parse the data from the web services and display real time information.
* Implemented Single Sign In feature with Facebook.
* Used **NSUserDefault**s to save and remember user’s data and CoreData to implement data persistence on devices.
* Used **Categories** to add more functionality to Pre-existed class.
* Worked with **Git** source control to checkout and update the codebase changes.
* Followed **SCRUM** methodology throughout development.
* Fixed bugs as documented by QA team.
* Involved in the entire SDLC of the application.

**Environment:**Xcode, Mac OSX, iOS, objective - C, Cocoa Framework, JSON, iPhone Simulator.

**Client: Monocept**, **Hyderabad, India June 2011 – Sep 2013**

**Role: iOS Developer**

**Application: IRCTC SMS Booking**

**Description:**

The IRCTC SMS Booking app empowers you with exceptional features to book your train tickets at your fingertips. You can book, cancel or check the PNR status of the tickets by way of sending a simple SMS from any location across the country. Select the trains for your journey, add passengers and make payments using the Zipcash service through this app.

**Responsibilities:**

* Involved in planning and developing detailed project plans.
* Used Categories to make Pre-existed class more functional.
* Used CoreData to maintain Passengers and History data.
* Implemented Share feature using Twitter,Facebook API.
* Used JSON parsers to parse the Bank List data.
* Designed and implemented UITableView.
* Used different frameworks to support all functionalities of app.
* Designed and Implemented ViewController to generate one time password.
* Involved in testing the end application for memory leaks, fixed relevant bugs.
* Worked closely with a cross functional team of testers and developers.

**Environment:**Xcode, Mac OSX, iOS, objective - C, Cocoa Framework, JSON, iPhone Simulator.

**Application: Voting Line**

**Description:**

Elections, Votes and Politics play a significant role in the lives of every citizen. The Voting Line app enables you to analyze and showcase the trends in real time without depending on any News or Media. It helps you to analyze the current trends, opinions and stand of various political parties in India. This app provides a platform for you to virtually vote the political party of your choice. It facilitates you to view the voting percentages of various political parties on a daily and monthly basis and the reports are prepared based on the votes casted by the users of this app.

**Responsibilities:**

* Worked extensively with Objective C and cocoa frameworks.
* Worked extensively on Navigation view controller and tab bar controller.
* Implemented Pie Chart to presented different parties data.
* Used Coredata for data persistence on device.
* Designed entire UI of the app using UIKit framework.
* Designed and Implemented ViewController to generate one time password.
* Implemented functionalities like representing data in different views using UITableViews.
* Followed SCRUM methodology throughout development
* Involved in application testing and bug fixing to fine-tune the application.

**Environment:**iOS, Objective-C, Xcode, Mac OSX

**Application: Lost My Wallet**

**Description:**

The Lost My Wallet app facilitates you to contact your banks instantly at the time of wallet/ card lost. You can get the contact details of all the leading banks in India, US and UK including the website URLs. You can also store your Debit and Credit card details in the app to use it as virtual wallet. The Lost My Wallet app consists of Lite (Trail) and Paid versions. The Lite version is free and a user can experience the app by downloading this version. Users can download the Paid version to utilize the additional features and enhanced services of this app.

**Responsibilities:**

* Created the overall design of the app using UIKit framework.
* All the Bank lists are saved in json file and that data is parse to UITableView.
* Worked extensively on Navigation view controller and tab bar controller.
* Worked extensively with Objective C and cocoa frameworks.
* Integrated Map functionality using MapKit and CoreLocation frameworks using web services data.
* Involved in application’s functionality testing and fixing issues.
* Retrieved data from web services by hitting the server and then parsed the response data using JSON library.
* Fixed bugs as documented by QA team.

**Environment:**iOS, Objective-C, Xcode, JSON

**Application: Bill Payer**

**Description:**

The Bill Payer app enables you to save your bills, set reminders, provides recurrence option to repeat particular bills according to days, weeks, and years. Bill Payer facilitates you to add your own categories, and you can view graphical reports of all the bills according to categories, track all the expired bills in history, and change the default currency from settings. It provides calendar with details of reminders.

**Responsibilities:**

* Designed the complete user interface (UI) of the app using UIKit and CoreGraphics frameworks.
* Implemented login functionality for the users to sign in and sign out.
* Parsed data including images through web services using JSON parsing.
* Integrated the application with graphical presentation of spent bills.
* Maintain source code in Source Tree using Git version source control.
* Involved in testing the end application for memory leaks, fixed relevant bugs.

**Environment:** iOS, Objective-C, Xcode, JSON

**Client: Monocept**, **Hyderabad, India June 2010- Jun 2011**

**Project: Lorenzo**

**Role: Software Developer**

**Description:**

Lorenzo is a health care product developed to connect all the health Organizations and its trust into a single existing system. It is useful for all the health organizations to maintain the patient’s record in a local database interconnected to a centralized database (SPINE). This cost effective solution facilitates in maintaining highly sensitive patient records. The internal design of the product is made such like to meet all performance issues like more reliable, scalable and the best throughput.

**Responsibilities:**

* Extensively involved in Analyzing, designing, building, delivering and providing software Application
* Used CSS, JavaScript and various web controls to present data to users in a much comfortable environment.
* Developed Business components using WCF.
* Validating all the User’s Inputs through Java Scripts.
* Capturing business requirement and CRs (Change Requests).
* Ensured timely and accurate deliverables as per the client requirements.
* Involved in developing applications in C# to meet the business requirements using Visual Studio.NET 2010 Ultimate.
* Automated Unit Testing, Regression Testing and Load Testing.
* Developed reports using SQL Server Reporting Services.
* Maintain source code in TFS and Preparing Test Cases.
* Involved in documentation.

**Environment:**C#, SQL Server, HTML, CSS, Java Script, WCF.

**EDUCATION:**

* Bachelor of Technology in Electronic and Communication Engineering from JNTU Kakinada, India.2010

**References**: Will be provided upon request.