**Robin Thamos**

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# OBJECTIVE:

# An enthusiastic software engineer looking for challenging career in iPhone/iPad/Mac application development to contribute my programming, intellectual and leadership skills for the growth of the organization

# SUMMARY:

* Strong knowledge of iPhone/iPad/Mac application development using **Objective-C**, **Cocoa/Cocoa Touch** anddevelopment tools including **XCode**, **Interface Builder,** Instrumentsand **AppleScript.**
* Proficient in **Object Oriented Programming** (OOPS) concepts, **model-view-controller** designs, information architecture, **interface design (UI)** using **UIKIT**, user experience (UX), multiple project management, creative problem solving ,focussed leadership and friendly team management.
* Good knowledge in **analyzing, designing, developing, testing and deploying** Rich User Interface applications, integrating with various databases and Client-Server applications.
* Experience in developing web-centric Responsive Web Design applications using **HTML5, CSS, JSON, JavaScript, jQuery/jQuery mobile and PHP.**
* Good understanding of **SQL Scripts** and databases including **MySQL** and experience in source control software packages like **BitBucket**, and **GIT**.
* Good understanding of **Software Development Life Cycle** (SDLC) including requirements, specifications, design, construction, testing, and maintenance.
* Worked in fast paced distributed teams using **Agile/SCRUM** methodologies.
* **Strong communication**, organizational, inter-personal, **problem solving** and analytical skills, **proactive** and hard working with the ability to meet tight dead lines.

# SKILL SET:

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| Operating Systems | Mac OS X 10.6/10.7/10.8/10.9, Linux (Ubuntu/Fedora) & Windows (95/98/ME/NT/2000/XP/Vista/7/8) |
| Languages | **C, C++, C#, Objective C**, **Cocoa/Cocoa Touch**, HTML,Javascript, JAVA, ASP.NET, PHP, JavaScript. |
| Databases/web Technologies | Oracle, SQL Server, MySQL, Json, Xml, Core data, **HTML5, XML, JSON**, **JavaScript**, CSS, AJAX, PHP, Adobe Flash, **jQuery/jQuery mobile**,SOAP and Amazon Cloud. |
| Scripting | UNIX Shell Scripting, AppleScript. |
| Tools | **XCode 4.5/4.6,5**, Interface Builder, Eclipse, SVN,Git, BitBucket, SourceTree, AppleScript |
| methodologies | OOPS, OOAD/UML,Agile Development, MVC(Model View Controller), RESTful web Services. |
| Version Control/Other | Git, BitBucket , Source Tree, Toast, Painter, MS Office, **Adobe Photoshop**, and Adobe Acrobat. |

# PROFESSIONAL EXPERIENCE:

**Verizon Wireless Software Upgrade Assistant, Chicago, IL Oct 2013 – Till Date  
MAC Application/Cocoa** Developer **- Motorola Mobility**

Verizon Wireless Software Upgrade Assistant is a tethered Mac application for checking and installing new version of Android software in Verizon-Motorola devices.Developed with **Xcode** using the latest OSX SDK.

**Responsibilities:**

* Detected the device once tethered in **MTP, Flash** and **USBLAN** modes by using motorola Framework and and used **NSNotification PostNotification** and **addObserver** for listening to device connect and disconnect**.**
* Used **XML** and **Json** web services to check for update software and developed UI to display the device information like blurversion, market name, update status and release notes in case of a new version of software is ready to install.
* Improved the performance by threading, by using **Asynchronous threading** in needed methods, running downloads in **background queue** and UI in **mainQueue.**
* Created **custom plug-in** to separate UI and model.
* Connected to the server using **asynchronous NSURLConnection**.
* **Decompressed zip file** and extracted xml file using Motorola Framework for steps to flash the device and flashed device with steps in the xml file.
* Used **Git** and **Source Tree** for Version Control.
* Designed and created a **Tool** for creating Offline-mode Bundle using **Xcode** and **Terminal**.
* Designed, created and unit tested a Toggle App to change between Online and Offline mode, by changing key value in Plist using **Xcode, AppleScript** and **Shell Script**.
* Implemented Live Update check for downloading the latest file from **Google Cloud** server by Json request and parsing **JSON data.**
* Used **SOAP web services** to **GET/POST** Android software data to server. Implemented **Xml parser** using **NSXMLParser** to compare the blurVersions of device and server. Used **Json** webServices and **NSJSONSerialization** to send Logs to server.
* Used **Apple Scripts** to create **UnInstallers**, unmount **dmg file** and **install** it.
* Worked on **Shell Scripts** to create Application **Installer**.
* **Inter processes** communication using **NSDistributed Notifications**.
* Created **custom Notification windows** to support different OS X versions like **Snow Leopard, Lion, Mountain Lion and Mavericks.**

**Environment:** Objective C,Cocoa, NSWindow,NSViewController, NSTableView, USB, MTP and Flash frameworks, SOAP, AppleScript,Terminal, Git,SourceTree.

**EquipStick, Buffalo Grove, ILJun 2012 – Oct 2013  
iOS Developer - Vensi, Inc**

EquipStick is a iOS native-Application that detects Sticks(iBeacons) equipped in Equipments(such as forklift) and thus tracks the position, activity and usage of Equipment within a store.

**Responsibilities:**

* Developed using **Xcode 4.6** in **Objective C**and **PHP** for server side.
* **Responsibilities:**
* Setting up the iBeacons using [CLBeaconRegion](https://developer.apple.com/LIBRARY/IOS/documentation/CoreLocation/Reference/CLBeaconRegion_class/Reference/Reference.html) and used Terminal to create UUID major and minor value.
* Detected and connected the iBeacons to the device by using **iBeacon, CoreLocation** and **CoreBluetooth.**
* Changed the Equipment-details Data storage from **Plist** to **CoreData(**using **SQLlite Database).**
* Used **NSFetchedResultsController** to display and sort Equipment data in TableView using **NSTableView** with increased **user Experience**.
* Changed from **url** to J**son web services** for sending **Activitydata to serve**r.
* Developed functionality to assign stick(iBeacon) to Equipment using **CoreData**.
* Used threading to improve performance of the App by sending data to server in **background Queue** Asynchronously .
* Debugged and modified the **server side** code using **PHP and used AmazonAWS** forstoring activity data .
* Used **UIWebView** to load activity data from server and display it to UI.
* Managed and coordinated for timely delivery and performed **unit tests** in the app.

**Environment:** Objective C, Cocoa, UIWindow, UIViewController, UITableView,CoreLocation,iBeacon,CoreBluetooth,CoreData, BitBucket, SourceTree.

**ARIZONA DIGESTIVE HEALTH (ADH), Adept pros, Scottsdale, AZ Aug 2011 – May 2012**

**iOS Developer**

This app is designed by the doctors at Arizona Digestive Health (US) to help patientsprepare for their upcoming procedures. Patients can use this app prior to any procedure in order to better understand their procedure and increase the ease and effectiveness of the preparation. The app allows patients to customize the preparation by entering their procedure type, time, and date.

**Key Features:** Customizable procedure, calendars and alerts. Interactive Maps to all Centers of endoscopyNotifications on the precautions to be taken before the test. Can call to the centre from within the app.

**Responsibilities:**

* Worked on Local Notifications to remind the patients about the procedure steps.
* This iPhone application was designed and implemented using iPhone SDK, Xcode, Objective-C and Interface Builder.
* Used MapKit and Core Location frameworks for finding center locations of doctor and rendering it on the application map.
* Responsible for developing and delivering an application for the launch of the Apple iTunes App Store.
* Used: iPhone SDK, Objective-C, Cocoa Touch, Xcode, Interface Builder, SQLserver, mapkit framework and core location framework.
* Implemented custom calendar UI (day, month, Week) and also implemented Event triggering Using Event Kit Framework.
* Involved in Implementing custom UI for Whole app.
* Implemented functionalities like Call using Open URL schemas.
* Involved in compatibility testing for iPhone (4,4s, 5), iPod touch, and iPad.
* Managed off-shore team of 5 people by taking the requirement from the client and get the work done before the dead-line.

**Environment:** Objective-C, JSON, XCODE 4.5 and later Foundation, UIKit, Core-Graphic, Sqlite3.0, QuartzCore, UIMapKit, CoreLocation.

**Bank of the West, San Francisco, CA Aug 2009 – July 2011**

**C / C++ Developer**

The project was associated closely to ongoing real time efforts to build some bond analytics applications.

**Responsibilities:**

* Wrote Perlprograms for generating configuration files automatically.
* Developed receive buffer and send buffer for C ++ pointer functions.
* Implemented Tuxedo services for both central and local servers.
* Monitoring: deployment, run-the-business, upgrade, configuration management for Tuxedo services
* Developed Design documents and conducted reviews with the other interfacing application teams.
* Generalized UNIX shell Scripts can be used in many reports by passing the respective key argument
* Developed distributed real-time multi-threadedsystem applications.

**Environment: C /C++,** Solaris OS (UNIX, LINUX), Awk, Sed, Vi,TCP/ IP, Tuxedo, Apache**,** Clear Case, Server side development.

# EDUCATION:

**Bachelors in Computer Science and Engineering,** Anna University Chennai**,** Tamilnadu, India