**Rusheel**

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**SUMMARY**

* 7+ years professional experience with 4 years of experience in design and development C# based applications and 5+ years of experience in **Mobile Application Development** on both iOS and Android platforms Java and **Swift 3.0+**.
* Good knowledge and understanding of the **Software Development Life Cycle (SDLC)** gained from years of experiences
* Proficient in **GCD** and **NS Operation** **Queue** in **Multithreading**.
* Very good understanding of **NS URL Session** and **NS URL Connection** API along with handling client and server certificate validation.
* Experienced in implementing **Restful web services**.
* Experienced in implementing **APNS** and **Network Connectivity**.
* Firewall Management and troubleshooting including configuration of **ACLs, NAT, PAT** and **IPSEC VPN** tunnels and tunnel filters, **IPSEC RA and AnyConnect.**
* Proficient in implementing Animations in between **UI views**.
* Solid understanding of Design patterns.
* Very good understanding of **Memory Management** (**ARC** and **MRC**) not only in iOS but also in other programing languages (**C/C++, Java**).
* Experienced in developing both iPhone and iPad applications.
* Good understanding of version control systems like **Git, SVN** and **CVS**.
* Familiar with scripting languages like **Python** and **Perl**.
* Experienced in Unit/ Regression Testing application
* Proficient in using Instruments.
* Strong knowledge about Core Frameworks like, **Map** **Kit**, **Core Data,** **Cocoa Touch Core services, UI Kit**
* Implemented various applications using **Xcode**, **Interface** **Builder**, **Objective**-C, instrument, **UI Kit**, **Foundation**, **Core Location**, **Map kit**, **Automation** and **Apple Push Notification Service**
* Understands iOS provisioning process.
* Experience in Android UI Toolkit, Layout Managers
* Proficient in developing web application using **Django framework for POC**.
* Good understanding of markup languages**: XML, XHTML and HTML**
* Strong team player and also have ability to work independently.
* Worked with **UI design** using **Storyboard and Interface Builder** (IB).
* Solid understanding of cash reports analysis.
* Solid understanding of **Core Data framework** and **SQLite**.
* Proficient working with **Swift**
* Very good understanding of **Agile development process** and ability to run

**TECHNICAL EXPERTISE**

* Programming Language : Objective–C, Swift, C/C++, JAVA, Python, Lisp,
* Mobile Technology Platform: Swift2.0, Android SDK versions until KitKat (4.4), Unity 5.X, Unreal(UDK)5.X
* Database: SQL, MSSQL, SQLite, SQL Navigator and Oracle
* Operating System: Windows, Mac OS X, iOS, Android and Linux (Cent OS)
* Office Tools: MS Office, MS Project, Visio and Hand soft
* Web Servers: Apache, OS X server
* Web Technologies: Java Script, CSS, HTML, XML, JSON and AJAX
* Game Design : Level Design, Game Balancing, Gameplay Scripting, Game Mechanics and Aesthetics, Story and Gameplay, Production Planning, User Interface Design, Usability
* Project Management : Risk Management, Agile Methodologies, Waterfall, Kanban, SCRUM

**PROFESSIONAL EXPERIENCE**

**US Bank.|| Location: Gresham, OR||Mobile Developer, Jan 2017 to Present**

**Link:** [**https://itunes.apple.com/us/app/elan-credit-card/id1027586503?mt=8**](https://itunes.apple.com/us/app/elan-credit-card/id1027586503?mt=8)

**https://www.fidelity.com/mobile/iphone**

**Responsibilities**

* Worked extensively with Objective C & Swift *3.*0.
* Worked with UIKit Framework for the applications at hand
* Created the User Interface/Navigation Layout for the application with respect to the business model flow
* Utilized Singleton pattern to develop the utility classes, which contains the reusable components
* Worked extensively with Cocoa Touch frameworks, which includes UIKit, Map Kit, Foundation and Core Data.
* Embedded several views modally and in push View controller with custom sliding animations
* Used core framework to optimize the solution of the application
* Worked with Backend team to communicate with web services
* Implemented **table view** controller and made customized table view cells according to the client.
* Worked extensively with Core Data by creating model classes.
* Integrated a web-based content made with **HTML5** on a Native app using **UI Web View**.
* Worked with engineers and QA team to find and resolve defects.
* Resolved many critical memory issues problems.
* Incorporated Push Notifications into the app.

**Environment**: Xcode, Swift, C, C++, Objective-C, OpenGL, GCD, OpenCV, AVFoundation, Waterfall Methodology, RestFul Api’s.

**VML, Inc.|| Location: Kansas City, MO||Mobile Developer, May 2016 to Dec 2016**

**Link: https://itunes.apple.com/us/app/quiktrip/id1044651221**

**Responsibilities**

* Worked in successful My Zone Application transformation to My Sprint Application
* Implemented **table view** controller and made customized table view cells according to the client.
* Designed UI with Cocoa Touch libraries.
* Integrated Sprit Manage Payment and Make Payments
* Integrated Adding New Payment methods through Rest Full API
* Worked extensively with **Expanding table view cells**
* Worked extensively with Core Data by creating model classes.
* Implemented **NS Operation Queue** and **NS URL Connection** to integrate with backend web services.
* Worked extensively with **Core Data**, **Foundation, Core Animation, Cocoa Touch** and **UI Kit**.
* Used specific XML schema for app's (Bluetooth Low Energy) **BLE profile**, and use Core **Bluetooth Framework APIs** for the app to connect different devices of Apple
* Worked extensively with Objective C & Swift
* Worked extensively on **Core Graphics and Core Animations**.
* Followed agile methodology throughout the project.
* Integrated a web-based content made with **HTML5** on a Native app using **UI Web View**.
* Worked with engineers and QA team to find and resolve defects.
* Resolved many critical memory issues problems.
* Incorporated Push Notifications into the app.
* Implemented Call to Action Navigation
* Worked with GIT to checkout and update the codebase changes.
* Implemented asynchronous cache manager in separate thread using GCD.

**Environment**: Xcode, Swift, C, Objective-C, MapKit, CoreLocation, SceneKit, Model I/O, GLKit,   
OpenGL, Git, Agile, SCRUM, JIRA, Core Bluetooth.

**Zygobot, Inc.|| Location: Orlando, FL||Mobile Developer, Oct 2014 to May2016**

**Link:** <https://itunes.apple.com/ng/developer/zygobot/id730151081>

**Responsibilities**

* Development team for the Divey Jones Perpetual Ocean, Memory Diver, Bitey Shark and MoBill Homes.
* Implemented **Google Services API’s**, **Facebook SDK** to retrieve user information
* Developed Local databases for storing retrieved data using **SQLite**
* Performed and maintained design document updates on configuration management system.
* Analyze and design test cases and plans for unit/integration testing of modules.
* Developing Design Documents with well-defined scope and features of the games
* Implemented Notification Manager to display task updates for the team member
* Integrated Animations between **UIviews** for better user experiences
* Worked with Restful services and used **JSON** parsing to retrieve information.
* Worked extensively with **Objective** **C** and **Cocoa Touch** frameworks
* Created custom checklist and sharing them with selected app users by calling web services through **JSON** libraries and connecting to **SQLite** database with **Objective-C interfaces.**
* Worked extensively with Objective C & Swift
* Integrating game content focusing on Level Designing
* Worked with the development team responsible for the quality of code in-game to deliver a bug free gaming experience.
* Redesigned and implemented network module in **swift** using **NS URL Session** and also improved cache manager.
* Developed Activities and UI layers for Android
* CUsed Android SDK and Eclipse IDE for Development

**Environment**: Xcode, Swift, C, Objective-C, Unity, Unreal, C#, Javascript, MapKit, CoreLocation, SceneKit, Model I/O, GLKit, OpenGL, Git, Agile, SCRUM, JIRA, BitBucket.

**L.A Care|| Location: Los Angeles, CA|| Mobile Developer, Oct 2013 to Oct 2014**

**App**: L.A. Care  
**Link**: <https://itunes.apple.com/us/app/l.a.-care-connect/id783645030?mt=8>

**Responsibilities**

* Incorporated Push Notifications into the app.
* Improved overall security of the app by storing sensitive information in keychain.
* Fixed many critical bugs.
* Well versed in using Instruments.
* Developed the diagnostics UI for troubleshooting problems.
* Followed the AGILE methodology and attended daily standups.
* Actively participated in sprint review meetings.
* Used **GCD, NS Operation** queues for implementing complex multithreading features on the application.
* Integrated Map functionality using **Map Kit** and **Core Location** frameworks using web services
* Worked extensively with Objective C & Swift
* Designer and Implemented View and Layouts for Android user using Android Studio
* Used XML, Shape Draw, Adapter Views, Activities, Fragments while working with Android Studio
* Took care of Code Review, Code Fixes and bug Fixes.
* Used Git/Stash for regular check-ins and creating/merging the branches.

**Environment**: iOS (iPhone SDK), Mac OS X, Objective C, Swift, XCode, Agile Methodology, HTML, CSS, REST, JavaScript, JQuery, Node.JS, Foresee SDK, DDL, Cocoa Touch.

**Chinmaya Micro Systems (P) Ltd, India| Location: Hyderabad, India| Dot Net Developer, Jan 2009 to Sept 2013**

**Responsibilities**

* Designing User Interface and managing development team and creating test cases
* Scripting main menu flow
* Research involvements were mainly in educational game development.
* Design, develop, test and install system interface programs
* Prepare work flow charts and diagrams to specify un detail operation to be performed by equipment and computer programs and operations to be performed by personnel in system
* Used jQuery and AJAX to make the User Interface more responsive
* Participate in design and development of solution center offering and production support services for implementation of Chinmaya Micro Systems related products