**Sanjay Ponguleti**

**Email:** [**psanjayb47@gmail.com**](mailto:psanjayb47@gmail.com)**Phone: +1(720) 598-2523**

**Professional Summary:**

➢ Around 6 years of experience in Mobile Application Development and developed enterprise level, scalable and database driven applications using iOS, Swift 3/4.

➢ Developed native iPhone applications using XCode, iOS Frameworks, iPhone simulators, Swift, iPhone SDK and Cocoa Touch framework.

➢ Expertise in concepts of UI design like UI Views, UI Table Views, UI Tab Bar Views, UI Scroll View, UI Navigation Controllers.

➢ Expertise in Audio and Video Technologies in iOS like AVFoundation, Core Audio, Core Media.

➢ Implemented iOS native frameworks like Core Data, Core Foundation, Core Location, Core Bluetooth.

➢ Capability in working with Localization and Internationalization, Cocoa pods, Cocoa touch.

➢ Having good knowledge in graphics technologies in iOS like UIKit Graphics, Core Graphics, Core Animation.

➢ A clear understanding of Mobile Development Life Cycles and MVC design pattern which is one of the code blocks of Cocoa where model, views, and controller classes are separated cleanly, based on role.

➢ Contributed greatly to increase in code quality and productivity through Test Driven Development.

➢ Worked on web-services like SOAP and RESTful APIs and comfortable in parsing XML and JSON data formats.

➢ Having good knowledge of Cocoa Pods for dependency integration.

➢ In-depth knowledge of Automatic Reference Counting (ARC) and Manual Reference Counting(MRC)

➢ Experienced in all aspects of iPad and iPhone application development including designing for all types of screen sizes and orientations.

➢ Worked with the concepts of Auto Layout in story boards.

➢ Profound in creative and analytical problem-solving and troubleshooting skills.

➢ Experience with SVN and GIT version control systems for debugging and connecting to remote files in server securely.

➢ Having Good knowledge with iBeacon, Push notifications for Sending notifications with and without an app.

➢ Awareness of all protocols in distribution of the App in App Store and having clear understanding of Apple's design principles.

➢ Thorough understanding of App store requirements, HIGs, iTunes Connect and iOS Provisioning Portal (Certificates, App IDs, Provisioning and Distribution).

➢ Ability to work on large-scale e-commerce projects.

➢ Developed front-end part of applications using AngularJS, HTML5, CSS3, Bootstrap 3, JavaScript frameworks.

➢ Experienced in creating and extracting data from database and displaying on iPhone using SQLite and Core data.

➢ Excellent ability in writing and tuning complex subqueries with SQL stored procedures, functions, and triggers.

➢ Experience in design, development, and testing client-server and n-tier applications using Java/J2EE Application development by using Software Development Methodologies.

➢ Good communication skills, problem-solving skills, quick learning skills, deep understanding of the concepts, excellent team member.

**Technical Skills**

**Programming Languages:** C, C++, Swift, Objective C, JavaScript.

**Development Tools:** XCode, Instruments, Eclipse,Storyboards.

**iOS Frameworks:**Cocoa Touch, Core Data, Core Animation, Core Graphics, UIKit, MVC Spring, Core Text, XCTest, Mapkit.

**Development Models & Designs:** MVC, Agile, Singleton, OOP, TDD.

**Web Services:** Rest (XML & JSON), JSON, SOAP, HTML, CSS.

**Databases:** SQLite with Core iOS sandbox, SQL Server, Core data.

**Operating Systems:** MAC OS X, IOS,Linux, Windows XP,Unix.

**Management Tools:** GIT, SVN, CVSand phone gap.

**PROFESSIONAL EXPERIENCE**

**Client: Nestle, Breinigsville, PA Sep 2016 – Present**

**Role: IOS Developer**

**App Link:**<https://itunes.apple.com/us/app/nestle-shopping/id1114504529?mt=8>

**Responsibilities:**

* Worked extensively on **table view controller** and made **customized table view** cells according to the client.
* Worked on **UITabBarController**, **UICollectionView** and **UINavigationController** for the architectural implementation of the application using **objective-C** & **swift**.
* Worked on **Web Service calls, XML** and **JSON** parsing included in the project.
* Worked with **Cocoa Touch Framework** and **Core Services Framework** for development and maintenance.
* Created **View controllers** both programmatically using **Objective C, Swift** and also through **Storyboards**.
* Used **Cocoa Pods** and **UIKit Framework**, **Foundation Framework** and **Core Graphics Frameworks.**
* Hands on experience in developing cloud services using AWS Console.
* Solve **iOS11**, **Xcode9,** and MDM upgrading issues and maintain backward compatibility for product on both native / server side.
* Experience building or publishing reusable components or **SDKs** for the **iOS platform.**
* Creating **React-Native** mobile applications for devices unable to run Flex/Flash applications.
* Experience in software development on **continuous integration and delivery** deployment, **test automation** and tools implementation.
* Experience in designing AWS cloud models for Infrastructure-as-a-Service (IAAS), Platform-as-a-Service (PAAS) and Software-as-a-Service (SAAS).
* Designed the complete **MVC** flow for the application with **UI** components and controllers to be used for iPhone.
* Experience in Objective-C was to quickly initialize a mobile **automation platform** for their mobile application.
* Training and mentoring iOS developers in **React/Redux** development.
* Working on all stages of software development life cycle (**SDLC**) from requirement gathering to deployment for both **Android** and **IOS**.
* Experience in iPhone application development using **Swift 3.0 iOS 10**, **Swift 4.0 iOS 11**, **Xcode9** having developed IOS applications.
* Responsible for Continuous Integration (CI) and Continuous Delivery (CD) process implementation using Jenkins.
* Worked with **Swift 3.x** and **Cocoa Frameworks**.
* Accessing and updating data through **RESTFUL services** using **JSON** as the main request/response format.
* Used **Cocoa Pods** to integrate third party frameworks into the app.
* Used both **JSON** and **XML** parsing to reformate the data to the customized TableViewCells.
* Experience on Code Deployments and **Continuous Delivery** in a preproduction and production environment.
* Created **React components**, using **Redux** for unidirectional data flow.
* Well versed in user-friendly design, performance improvement, documenting code, refactoring, **continuous integration** and deployment, and **unit testing**.
* Implemented **NSOperationQueue** and **NSURLConnection** to integrate with backend web services.
* Implemented and maintained the monitoring and alerting of production and corporate servers/storage using AWS Cloud.
* Managing the multi-tier and multi-region architecture using AWS Cloud Formation.
* Project was monitored under **Agile/Scrum** guidelines with a week sprint-based story.
* Multi-Threading, **UI/UX,** Sketch, Design, API, JSON, Restful, Storyboards, Push Notifications, Core Location, Database, TDD.
* Developed software interfaces and performing **unit testing** of real-time embedded or application software.
* Used **Core Data Framework** for local storage purpose in **SQLite**.
* Used **Grand Central Dispatch(GCD)** to optimize request and response web service calls which updated the **UI**, providing a better user experience.
* Worked with **GDB** and **XCode** for debugging.
* Adopted **Test-Driven Development** (**TDD**) environment in a Scrum development methodology to end-to-end development.
* Participation in **SPRINT REVIEW MEETING** where we discuss the progress of the project and take the necessary steps for the project to be completed successfully.
* Participation in **DAILY SCRUM** to discuss the progress in the sprints.
* Worked with **GIT** to checkout and update the codebase changes.
* Worked with **QA** and **IT** teams for fixing the testing bugs.

**Environment**: Swift 3.x, XCode 6.0-8.0, IOS 10.x-8.x, Objective-C, iPhone SDK, IOS 10-11, XCode, XML, JSON, Cocoa Touch Frameworks, Cocoa Pods, MVC, RESTFUL Services, Auto layouts, SQLite, GCD, TDD, GIT, QA.

**Client:Regeneron pharmaceuticals,Tarrytown, NY Aug 2015- Mar 2016**

**Role: IOS Developer**

**Responsibilities**:

* Experience on application designing and implementing using **iPhone SDK, XCode, interface builder, objective-C** and instruments.
* Worked on Map View implementation using the **Mapkit** and **Core Location Frameworks**
* Created project and application architecture deliverables that are consistent with architecture principles, standards, methodologies, and best practices.
* Worked extensively with Objective C and Cocoa frameworks later migrating to SWIFT.
* Worked on **IOS Storyboards** for custom **UI** implementation with storyboards and associated with appropriate reusable classes.
* Develop iOS applications using **XCode 9**, **iOS 11**, and **Swift 4**.
* Integrated a **web-based** content made with **HTML5** using **UIWebView**.
* Experienced in **XML** and **JSON** Parsing, Multithreading.
* Responsible for defining technical evaluation criteria for product and technology selection and determining technical approaches to ensure all architectural solutions result in a coherent systems design.
* Migrated client-server-based application workload into the AWS cloud
* Developed and implemented application designs based on **MVC** and Singleton.
* Data scrolling is achieved using **UIScrollPane and UITextView**.
* Utilized AWS Cloud Watch to monitor the performance environment instances for operational and performance metrics during load testing.
* Creating new **React** components, containers, services, and APIs for prototypes.
* Experience in Designing and development of internal projects of the company within an **agile** development team.
* Integrated on-premises IT environment and AWS's storage infrastructure using AWS Storage Gateway
* Experience on maintaining and **integrated continuous delivery** release process with CI workflow.
* Worked on developing backend automation framework for testing **RESTful API’s** using Java and REST Assured.
* Moderate daily error report unit meeting to determine trends of testing errors.
* Application was implemented using native **Unit Test, XCTest, UIKit** and Foundation, **iOS 9**, **iOS10 Frameworks** and Cocoa.
* Monitored customers' resources and Applications using AWS Cloud.
* Responsible for consuming the **REST services**, getting **XML** response and parsing them using to get the required information.
* Web Services consumption on the iPhone to communicate with the Media Wiki API using the NSURLRequest and NSURLConnection objects.
* Led technical design sessions with the development teams, including the creation of class models, sequence diagrams, component models, etc., and detailed design specifications to ensuring that architecture standards are followed.
* Audio playback using the **AV** Audio Player from the AVFoundation Framework.
* Experience on developing agile practices to tackle several projects using daily stand ups and weekly sprints.

**Environment**: Objective-C, Swift, Cocoa, XCode, IOS 10-11, Interface Builder. Libraries used were Foundation Framework, Mapkit,XML parsing,JSON parsing, and UIKit Framework.

**Client: Uber Projects, Hyderabad, Telangana, India Aug 2013 – July 2015**

**Role: IOS Developer**

**Description**: This company is based on the Home Automation - Lighting Control - A/V Solutions - Security & Surveillance - Integration Solutions. Designing, Installing & Executing various State of the Art Home Automation Products to Residential Market. Our team is responsible for the development of appropriate software by collaborating with architects, system engineers, and operations analysts to deploy and implement solutions, and troubleshoot technical issues.

**Responsibilities:**

* Created **View controllers** programmatically and through Interface Builder and Storyboards.
* Worked with Navigations controllers, Navigation Bars &Tab Bars.
* Worked on **Table view controller** and made **customized table view cells** according to the client.
* Build and own the UI and application logic of the apps, using Objective-C and the **iOS SDK**.
* Interface with web APIs, working with **REST** patterns and **JSON** structures.
* Design clean and maintainable APIs and software components.
* Implementation of **Auto layout** and size classes to achieve a universal application.
* Working with **UIKit Framework** for development and maintenance.
* Implemented **Push notifications** based on User preferences.
* Used the **UITableView Controller** to display the PDF files.
* Worked on **Web Service calls XML** and **JSON** parsing included in the project and used NSJ-SON Serialization in getting requests from the server and parsed the response objects.
* Worked with the **UI/UX** team to design a user-friendly interface for the **IOS application**.
* Build reusable iOS software components for interfacing with the platform.
* Engage in **AGILE practices** (user stories, tracking, daily stand-ups).
* Review, analyze and optimize UI and backend interface code for efficiency and performance.
* Used **Core Animation** to create engaging Motion Effects and intuitive interfaces.
* Gathered requirements for the how the application should look and built the application accordingly.
* Participating in weekly meetings and recommends solutions to bugs.

**Environment**: XCode 4.6.2, IOS 6.1, Cocoa Touch, Objective-C, UIKit, Core Graphics, iPhone Simulator, Core Data.

**Educational Qualification**

* **Bachelor of Engineering in Electronics and Communication Engineering, India.**
* **Master’s in information technology at Colorado Technical University, CO.**