**Thiru N**

**Email:** [**thiru.n0429@gmail.com**](mailto:thiru.n0429@gmail.com)

**Contact: 312-292-9476**

**Professional Summary:**

* 7 years of Extensive IT experience as a Software Developer and Rich User Interface applications development, integrating with various Databases and Client-Server applications in **iPhone/iPad, iOS application development using Objective-C, Cocoa Touch, Swift, and UIKit.**
* 5 years of development for **iOS devices, using iOS SDK. (Cocoa Touch, View Controllers, Notifications, Threading, Blocks, KVC, Auto layout, asynchronous RESTful JSON services, MVC).**
* Experienced in Mobile Application Development using UIKit, Core Foundation with Cocoa touch.
* Developed iOS and windows mobile applications using Objective-C, Swift, C++, C#, Xcode, Visual Studio, including but not limited to Cocoa Touch, Foundation, UIKit, Map Kit, Core Graphics, Core Data, Core Plot, Core Object, External Accessory, SQLite, Core Bluetooth.
* Deep knowledge and experience in iOS application design and implementation. Updated knowledge of **Objective -C, Swift, XCode, iPhone SDK, Cocoa Touch framework, Interface Builder and Instruments.**
* Experience in managing application flow using **storyboarding.**
* Expertise in Object Oriented Programming language like Objective-C, C++ and Swift.
* Well versed in user-friendly design, performance improvement, documenting code, refactoring, continuous integration and deployment, and unit testing.
* Extensive knowledge of various frameworks including: **UI Kit, Core Data, Game kit, AV Foundation, Event Kit, Address Book, Address Book UI, Message UI and Core Location, Core Text, Core Animation, Core graphics frameworks.**
* Utilization of **IOS Camera, Audio, Video Capture Frameworks.**
* Experience in developing utility and enterprise-based application using core data for iPhone/iPad to improve memory overhead of the app, increase responsiveness.
* Experience in customized views, Table views, Tab bars, Scroll bars and Navigation bars.
* Experience in working with teams.
* Excellent technical abilities possess strong oral and written communication skills, analytical and interpersonal skills.
* The importance of readable code, by using clear, explicit method and variable names and effective comments.
* Experiences in developing application with enhancement supporting various devices with multiple resolutions.

**Technical Skills:**

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| Programming Skills | Objective C, Swift, Cocoa touch development for iPhone, iPod and iPad devices, iOS simulator, C, C#, PL/SQL |
| Web technologies | HTML, CSS3, XML, JSON, Apache, Rational Application Developer. |
| Databases | SQL Server, SQLite, MYSQL, NoSQL |
| Web services | JSON, REST, AWS |
| VC systems | GIT, SVN, Stash and RVM. |
| Frameworks | UIKit, Map Kit, Cocoa Touch, Foundation, Core Animation, GCD, Auto Layout, Core Location, Core Data |
| Platform | MAC OS X, Windows |
| IDE tools | XCode 6.X/7.X/ 8.X/9GM, Text Mate, MS office, Visual Studio |
| Methodologies | Scrum/Agile, TDD, pair-programming |

**Professional Experience**

**Manheim Georgia, Atlanta, GA Nov ‘15 - Present**

**Role: Sr. IOS Developer**

**Responsibilities:**

* Collaborated with a team of over 10 people to develop the Iphone app used by the consumers that provides practical explanation for thousands of disorders.
* Responsible to develop and implement this iPhone App using Swift.
* Upgraded the video download process so that it can be done in the background.
* Created animations in the app to demonstrate the diseases and their treatments.
* Worked with Cocoa Frameworks, which includes UIKit, Foundation, UI Image Picker, UI Date Picker.
* Native Cocoa Touch, iPhone SDK 4.2 (iOS SDK 4.2) application development for the iPad utilizing Xcode 3.2.5. Developed procedures documentation for deploying apps to the iPad and iPhone devices.
* Created the Shaker Slots game for the iPhone and iPod touch using the iPhone SDK with Cocoa Touch and Xcode to develop Objective-C code.
* Developed the UI of the application using UIKit and CoreGraphics frameworks.
* Involved in creating navigation and coding for user interface layout and views.
* Used **GCD** for Asynchronous background fetches to build more responsive User Interface.
* Worked on the integration of motion sensors with the **Sleep Guru app** to better calibrate the sleep measurements.
* Worked with **UI Action Sheets, UI Tab Bar Controller, UI Table Views, Custom Cells, UI Scroll Views, Navigation Controllers, delegates and protocols** to better the menu tab and smoother scrolling between tabs.
* Worked with **GIT, JIRA** to checkout and update the Reported progress/challenges to onsite project lead.
* Using Swift with push notifications for alerts and reminders.
* Worked with Push Notification Framework to implement custom and user related pushes.
* Tested the application leakage, deployed and tested the application on different iPhone's firmware, fixed relevant bugs for leakage purpose, and resolved memory management issues.
* Used **AF Networking, ASIHTTP** Request to connect **RESTful API** services and maintained uploads from the system.
* Used JSON, XML parsers to parse the data from the web services and display it in the company's app.

**Department of Veteran Administration, Austin, TX May ‘14 - Oct ‘15**

**Role: Sr. IOS developer**

**Responsibilities:**

* Worked with **Objective-C and the Cocoa Touch Framework to implement customized UITabBars and UINavigation in the app.**
* Worked with **UIKit** Framework for development and maintenance.
* Implemented **UIScrollView** to allows users to see different ceiling panels options
* Utilized **GCD** for loading data in the background to improve user experience
* Implemented in-app purchasing for purchasing more Ceiling panels.
* Utilized the **AVFramework** for music and sound effects.
* Developing Application and migrating codes using **Swift**.
* Used AV Foundation Framework (**swift**) to record audio from the device.
* Implemented Local Notification to inform users of new ceiling panels.
* Implemented NS Operation Queue and NSURL Session (Swift) to integrate with backend web services.
* Designed the HTTP interface of the application that uses the NSURLConnection and NSURL Request classes of Cocoa Touch to make network requests.
* Implemented UIImagePickerController to allow users to save photos different designs
* Tested for memory leaks and various bugs to improve memory usage
* Created Custom Segue for a better transition between views
* Collaborated with 15 other team members on improving app functionality and stability
* JSON based parsing response used for AF Networking.
* Responsible for gathering product integration, product requirements, product implementation and support.
* Worked with Navigations controllers, Navigation Bars & Tab Bars.
* Development of the application by usage of agile methodology.
* Worked with **GDB and XCode for debugging**
* Participation in daily scrum meetings to discuss the progress in the sprints.

**Southwest Airlines, Dallas, TX Mar ‘13 to Apr ‘14**

**Role: iOS developer**

**Responsibilities:**

* Created custom checklist and sharing them with selected app users by calling web services through **JSON libraries and connecting to SQ Lite database with the objective C interfaces.**
* Worked with **AVFramework** for video playback within the app
* Utilized both Apple and Google Maps to create custom map experiences based on feedback from other parties involved in the project.
* Extensive experience working with UIKit, StoreKit, Core Data, AVFoundation Framework for development and maintenance.
* Worked with Swift and cocoa frameworks including Foundation, Core Animation and UIKit.
* Used Storyboard to create the main UI of the app.
* Worked on both Swift and Objective - C language.
* Worked on memory management using ARC in Swift.
* Utilized **Gracenote and TheTake API** for pulling actor and shopping data respectively.
* Implemented NSNotifications and custom delegates to send data between views within the app.
* Created custom reusable buttons, views and table view cells which were implemented throughout the app.
* Implemented container views for a richer user experience.
* Used **UI Tab Bar, UI Navigation View, UI Table View, MK Map, UI Action sheet, and other View Controllers to build the UI.**
* Worked closely within a cross functional team of testers and developers.
* Interacting with QA on deliverables on every iteration and customer feedback implementation.
* Took care of **Code Review, Code Fixes and bug Fixes.**

**DXC Technology, Bangalore Jan ‘11 – Dec ‘12**

**Role: Software Engineer**

**Responsibilities:**

* Utilized in-house API system for major app functionality (creating an account, saving a recording etc).
* Used AV Foundation Framework (swift) to record audio from the device.
* Using Swift with push notifications for alerts and reminders.
* Created UI views in both Storyboard and code from initial designs.
* Used Facebook's Async Display Kit for Table View cells for seamless scrolling and better video functionality.
* Experienced with UIKit, Auto Layout, GCD, Core Frameworks, and iOS memory management.
* Developed the App using Cocoa Touch frameworks like UIKit, Foundation, Core Graphics and SQLite 3.0 Frameworks.
* Worked on Audio Toolkit, AV Foundation, HTTP segmented streamsMedia Player framework of Cocoa Touch to stream video and audio, which are both DRM and Non-DRM protected.
* Worked with **AVFramework for video playback.**
* Utilized Apple's built-in camera for video recording Consult with customers about software system design and maintenance.
* Store, retrieve, and manipulate data for analysis of system capabilities and requirements.
* Created web forms and screens for the websites of the clients using different web technologies like **HTML, CSS, and XML.**
* Programmed client’s websites and applications - Worked collaboratively with clients, teammates and web analysts to complete designs and estimates.
* Assisted with bug fixes and provided support for existing applications
* Developed systems using XYZ technologies - Enabled video, flash, animations and audio on websites.
* Experienced in creating web applications using **Dreamweaver, Telerik, and FoxPro.**