**Anvesh R**

**iOS Developer**

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* Over **7+ years** of experience as a software developer **as an Application Developer** in designing & developing Rich User Interface applications, integrating with various Databases, Client-Server applications.
* Complete Software Development Life Cycle experience in fast paced environments, which includes designing and implementing the software, debugging, fixing and maintaining the software.
* Used the version controller **GITHUB** in order to collaborate with the team.
* Extensive experience in application development for mobile platform (**IPhone/IPad) using Objective-C, Swift and Cocoa Touch.**
* Built the **hybrid applications** by using the **Ionic Frame work** and in both Android Studio and Xcode.
* Sound Knowledge and good working experience on launched **IOS** and on **Swift** programming language.
* Experience with **Xcode, Interface Builder, Instruments, Mobility Tester and Static Analyzer including development, debugging, profiling, optimizing, and build process.**
* Experienced in all aspects of **IPhone, IPad and IPod Mini application development** including designing for all types of screen sizes and orientations.
* Experience in **IOS Provisioning Portaland the processes involved in it.**
* Familiar with **MVC design architecture**,
* Extensive knowledge in the following Frameworks: **IPhone SDK, UIKit, Map Kit, Web Kit, Audio Toolbox, AV Foundation, Cocoa design patterns and concepts like delegation, protocols and categories, Core foundation, Core Data, Core Location, Core services, Core Graphics, Core animation, Quartz core, Address Book and Message.**
* Created and Customized Views, Table views, CollectionViews, ActionSheets, Segmented Controls, Tab Bars and Navigation Bars**.**
* Experienced in working with various data parsing forms to display data on **IPhone/IPad such as XML and JSON from server**, created and customized Views, Table Views, Collection views, action sheets, segmented controls, Tab Bars and Navigation Bars.
* Highly capable in integrating **Game center, Push Notifications**, and Network Connectivity.
* Strong understanding of managing **Development Certificate, Creating App IDs, Assigning Devices, provisioning portal, Installing Development Provisioning Profitless certification for push notification and iTunes connect for deploying applications to the app store.**
* Working knowledge of **Mac OS-X 10.6,10.7 and recently 10.8.**
* Experience in working in Mac **OS-X** and Windows Environments.
* Ability to perform analyzing tool to **debug and perform memory management**.
* Proficient in using Instruments for memory leaks/ memory management and performance analysis.
* Complete understanding of **Object Oriented Features** (Inheritance, Polymorphism, Abstraction and Encapsulation).
* Worked with android and iOS **provisioning** to develop and the devices to an authorized iPhone Development Team and enables a device to be used for testing.
* Working knowledge of **Unit and automated testing**.
* Experience working in **Agile SCRUM, Waterfall, and TDD** environments.
* Establishing detailed **usability and design guidelines** for product development based on industry best practices and competitive benchmarking.
* Planning and **conducting user research and usability tests, documenting**, communicating and acting upon the results.
* Thrives on cooperation, problem solving, dealing with ambiguity, and working with little direction when necessary.

**TECHNICAL SKILLS:**

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| **Programming Languages** | Objective-C, Swift and Cocoa development for iPhone, iPod and iPad devices in Web services, Xcode 3.0/4.0/5.0/6.0/7.0/8.0/8.3 Interface builder-UIKit, Cocoa touch, Tibco, Java, C, C++, JavaScript, .Net, Python, Quartzcore, Address book and Message. |
| **Version Control Tools** | GIT/ CVS/ SVS |
| **Databases** | SQLite, Microsoft SQL, JSON, MySQL, NO SQL, SQL Server |
| **Markup Languages** | HTML, XHTML, CSS3, HTML5, CSS3, Angular JS, XML, JSON, REST, AJAX, NODE JS |
| **IDE** | Xcode, Eclipse, IntelliJ, Microsoft Visual Studio, |
| **Operating Systems** | Mac OS-X, Windows XP/ Vista/ 7/ 8/10, Linux, Ubuntu, iOS 7,8,9 and 10 |
| **Designing Tools** | AutoCAD, Phone gap, Ionic Frame work, Core Data, Xamarin |
| **Mobile Technologies** | IOS, QT (cross-platform application framework) |
| **SDKs** | IOS (5.x, 6.x, 7.x,8.x,9.x,10.x,10.3) |

**PROFESSIONAL EXPERIENCE**

**Client: Holland America Line,** [**Seattle, WA**](https://www.google.com/search?rlz=1C5CHFA_enUS748US748&q=Seattle&stick=H4sIAAAAAAAAAOPgE-LUz9U3MCxLSrdQ4gAxUyyzirS0spOt9POL0hPzMqsSSzLz81A4VhmpiSmFpYlFJalFxQAfl3cTQwAAAA&sa=X&ved=0ahUKEwj86cGFzu3VAhWIz4MKHQbVC5sQmxMIrgEoATAX) **Mar 2017 –Present**

**Role: iOS/Android Developer**

**App Link**: <https://itunes.apple.com/us/app/citybookers/id1088798769?mt=8>

**Description:** This is a flight reservation system application where user can sign up with their email. User can see the flights availability by entering as a guest user. This is a user-friendly application. User can check the flights availability by entering from and destination city names and he can pay through credit/debit card.

**Responsibilities:**

* Followed **Agile** testing methodology, participated in daily **SCRUM** meetings and testing each SPRINT deliverables.
* Used Objective-C to make the entire application,**Swift** for some application and **Cocoa** frameworks.
* Worked on **core data** for database integration and **core animation** to create custom widgets in this application.
* Involved in developing a cross-platform mobile application which can run on both **iOS** and Windows platforms from the architecture of the application to implementing it by using**Xamarin** Studio.
* Worked on **threading** and **performance tuning** to make the application to run faster.
* Constructing **http requests**, **fetching server response** and **parsing feeds** wherever required.
* Worked on **Appium** and **Automation testing** in order to test the user interface of the mobile application.
* Used **Jenkins plugin** which adds the ability to call **Xcode** command line tools to automate build and packaging iOS applications, worked with networking framework **MKNetworkKit.**
* Used **bottom line responsibility** to develop coding in the project for this current application.
* Worked on NF Networking and **NSURL** Sessions for this application as per the requirement from the client.
* Used Java script in the backend process in order to develop and to test the application with **Phone gap**
* Worked on **HTML, CSS** to develop the front end of the mobile application and used **JAVA script** to develop the backend functionalities of the particular UI in this **Ionic Framework**.
* Built Hybrid applications with Ionic **Frame work, Xamarin** in both iOS Xcode and Android Studio.
* Displayed the **test classes** and test methods in a hierarchical list by using the **test navigation** on the source code components of all **test bundles** in the project.
* Collaborated with the team by using the version controller **GIT** HUB.
* Worked on **Snowball** application with Facebook API and Google API to communicate with messages.
* Developed **Custom controls for UIButton, UITextField, UIViews, UITextView**.
* Worked with **UINavigationBar, UICustomCell, UICollectionView, UIDatePicker, UIDatePicker, UIPageViewController and Utility Views**.
* Implemented various **OOP practices including MVC, KVO, and Singleton architectures.**
* Worked with **universal storyboards, size classes, auto layouts** to adapt user interface to context and different sized devices,used third party library **cocoaAsynSocket** to work with sockets.
* Worked with **Cocoa, Appkit, Foundation, Core services,** Used **Core location** to update the location.
* Used **NSURL, NSURLConnection, NSURL Request** to interact with cloud.
* Used **NSUserDefaults** to store user information in P-list.
* Used **System Configuration framework** to monitor the network state of iOS device.
* Back end response was **JSON** based and parsing was done using **NSJSONSerialization**
* Team utilized Agile development with weekly Scrum meetings.
* Investigated and resolved **application issues, bottlenecks, and inefficiencies**.
* Team utilized Agile development with weekly Scrum meetings and worked in fast paced environment.

**Environment:** XCODE 8, IOS 7, IOS 8, IOS 9, IOS,10+, Swift 3, Objective-C, JAVA Script Tibco, Agile Methodology, Cocoa, Appkit, ASP, REST Api, Xamarin, Jenkins, HTML, CSS, Quality Coding, Android studio.

**Client: Cisco** [**San Jose, CA**](https://www.google.com/search?rlz=1C5CHFA_enUS748US748&q=San+Jose&stick=H4sIAAAAAAAAAOPgE-LQz9U3SMktKVACs9IMTMq0tLKTrfTzi9IT8zKrEksy8_NQOFYZqYkphaWJRSWpRcUAJQfNqEIAAAA&sa=X&ved=0ahUKEwiPzI3LxcrVAhUl4oMKHcREDyoQmxMI6QEoATAc) **June 2016– Feb 2017**

**Role: Sr. iOS Developer**

**App link:**<https://itunes.apple.com/us/app/cisco-jabber-for-iphone-ipad/id467192391?mt=8>

**Description:** Cisco Jabber for iPhone and iPad is a collaboration application that provides presence, instant messaging (IM), voice, voice messaging, and video calling capabilities on Apple iPhone, iPad, iPod touch, and Apple Watch. Escalate your Jabber calls into multi-party conferencing with Cisco WebEx Meetings. This integrated collaboration experience works with both on premise and cloud-based collaboration architectures.

**Responsibilities:**

* Worked on Slide out menu for show the user details using the views and **SWrevealController**.
* Worked with **UIKit** Frameworkto design for Auto Layout Constraints development and maintenance.
* Implemented **Drop up** menu for sharing the photos, contacts, etc. though the application.
* Created **CoreData** Model and **NSManagedObjects** to persist data on the device for access.
* Designed signup page and done validations for all fields
* Connection to web service was achieved using **GCD**. Delegate methods implemented to handle reception of response, data, error, and load finish.
* Worked with Openfire API for chatting and calling in the application by using **Github**.
* Worked with **AVFoundation** framework for audio and video.
* Involved in iOS performance testing along with Functional and regression tests.
* Coordinated with Configuration Manager for continuous integration.
* Followed the **Agilemethodology** for implementing the project.
* Took care of Code Review, Code Fixes, Bug Fixes, followed the **AppleUI** guidelines throughout the project.
* Worked with **UITabBarController** to show information about contacts, chats, calls and voicemail, so that user can access specified view at any time.
* Followed MVC pattern for easy access and Implemented **Navagations** between views for the view controllers using Segues.
* Utilized **CoreData** for persistence of data and used versioning for data changes.
* Worked on **Searching**with **SearchBar** and inviting the contacts to chat and calling using framework.
* Implemented **UIScrollView** to show the information about the usage of application.
* Worked on web service calls, **XML** and **JSON** parsing included in the project.
* Utilized **MVC** for design patterns and used instruments to prevent memory leaks.
* Used Automatic Reference Counting for managing the memory.

**Environment:**XCode, Swift, Objective-C, Cocoapods, iOS 8/iOS 9/iOS 10+, SVN, JIRA, Instruments, Interface Builder, Auto Layout, Size Classes, UIKit, Cocoa Touch, NSOperations, GCD, Core Data, Core Location, Mac OSX, RESTful JSON, MVC, AVFoundation, UIKit.

**Client: Toys “R” us,** [**Wayne, NJ**](https://www.google.com/search?rlz=1C5CHFA_enUS748US748&q=Wayne+Township+New+Jersey&stick=H4sIAAAAAAAAAOPgE-LUz9U3MMoqT85T4gAxK4oNirS0spOt9POL0hPzMqsSSzLz81A4VhmpiSmFpYlFJalFxQAXjcQtQwAAAA&sa=X&ved=0ahUKEwjtvNGXusrVAhVq64MKHXtVBOYQmxMIiQIoATAa) **April 2015 – May 2016**

**Role: iOS Developer**

**Description:** Our simple, easy-to-use Registry app makes it easy to prepare for your little one’s arrival. Discover products, create and manage your registry, explore our must-have checklists, plus find expert advice.whenever you're ready, you can share your registry with friends and family, everyone will see what's been purchased already and what you still need.

**App link:** <https://itunes.apple.com/us/app/babies-r-us-registry/id423686072?mt=8>

**Roles &Responsibilities:**

* Creating project and application architecture deliverables that are consistent with architecture principles, standards, methodologies, and best practices.
* Map View implementation using the **MapKit** and **CoreLocationFrameworks**.
* Involved in creating **navigation** and **coding** for user interface layout and views.
* Web Services consumption on the iPhone to communicate with the MediaWiki API using the **NSURLRequest** and **NSURLConnection** objects.
* XML Response parsing using the **NSXMLParser** and **NSXMLParserDelegate**, **JSON** Response parsing using the **SBJSON** Framework.
* Lead 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.
* Data scrolling is achieved using **UIScrollPanel** and **UITextView**.
* Lead the technical analysis and evaluation of new technologies, vendors, products, and product enhancements with a strong point of view on end-user functionality and an eye for highly usable user interface design.
* Debugged issues using **Breakpoints**, **NSLog** statements, **LLDB** statements, etc.
* 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.
* Implement the email setup functionality that allows user to automatically setup email account into **Emailapp** to subscribe the mails.
* Audio playback using the **AVAudioPlayer** from the **AVFoundation** Framework.

**Environment:** IOS, Objective C, Cocoa, Xcode, Mapkit, CoreLocation, Interface Builder. Libraries used were Foundation Framework, Custom Controls, MapKit, XML parsing, JSON parsing, and UIKit, Webservices, ­

**Client: Versatile Mobi Tech, Hyderabad, India April 2012 – Dec 2014**

**Role: Mobile Application Developer**

**Description:**This is single page web application developed in AngularJs framework. The primary aim is to provide different dashboards with statistical charts/graphs formed from large volume of data stored in Solr, creates/customize different search queries for redrawing the charts/graphs based on the results. This helps to analyze the member behavior, sales forecasting, sales promotions etc.

**Responsibilities:**

* Worked with clients to understand detailed requirements for designing and building of applications that meet client needs and vision.
* Worked extensively on designing and developing the App screen navigations using Dialog boxes, Fragments, Action bar Navigation control and designed menus based on user context.
* Maintained software workflow management with a project management tool like GitHub and Jira for bug tracking.
* Extensively Tested the application with Junit testing to complete all the test cases.
* Used the HTML/HTML5, CSS/CSS3, Bootstrap, JavaScript, AngularJS and related technologies to develop front end part including web pages, form validations, session Storage and local Storage check, pagination function, type ahead dropdown list, infinite scrolling and etc.
* Involved in development, design and implementation of part of the front-end part and back end part of the web application.
* Designed cross-browser functionality that executes on various browsers such as Internet Explorer, Mozilla Firefox, Google Chrome, and Opera
* Implemented REST APIs.
* Debugging and testing using Firebug, Developer Toolbar.

**Environment**: HTML/HTML5, CSS/CSS3, Bootstrap, JavaScript, AngularJS, NodeJS, ExpressJS, REST API, MySQL, MongoDB, Solr, Teradata, JSON.

**Client: Mi Suraksha, Hyderabad, India July 2010 – March 2012**

**Role: Software Engineer**

Whether our customers are looking to remain safe in a medical emergency such as seizures stroke, or heart attack, have limited mobility, are at risk of falling as they age, Mi Suraksha guarantees to be there to protect them.

This project focused on building the company's website which helps customers buy different insurance plans. 

**Responsibilities**:

* Designed user interface using HTML and CSS, and validated with JavaScript for providing the UI and communication between the client and server.
* Developed CSS styles to maintain the uniformity of all the screens throughout the application and positioning of screen objects.
* Focused on resolving numerous cross browser compatibility related to CSS and JavaScript.
* Using Ajax to get JSON data model.
* Used JQuery to add responsiveness to the design.
* Added error handling & notifications to all Ajax requests.

**Environment**: HTML, CSS, JavaScript, JQuery, AJAX, Responsive Design, DOM, XML, JSON.

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