**PROFESSIONAL SUMMARY**

* Over 9+ years of experience in the field of information technology especially in designing, developing mobile and web applications. 7+ years of experience in application development for mobile platform (iPhone/iPad) using Objective-C and Cocoa Touch in Xcode.
* Well versed with complete Software Development Life Cycle (SDLC) process which includes designing and implementing the software, debugging, fixing and maintaining the software
* Complete understanding of Model-View-Controller (MVC) architectural patterns and frameworks and comprehensive knowledge of memory management in Cocoa.
* Expertise in MVC design architecture, Cocoa design patterns and concepts like delegation, protocols and categories.
* Created and customized views, table views, tab bars and navigation bars which are some basic functionality in a multi-view application.
* Experience in developing applications on iOS5, iOS6 & iOS7.
* Good experience with Foundation frameworks, SQLite, Core Data, Core Location, Map Kit, Messages UI and third party frameworks.
* Experience in creating and extracting data from database and displaying on iPhone using SQLite3.
* Experience working with in-app purchase application for the iPhone/iPad along with distinct market based applications enhancing sharing through social networks and email.
* Experience working with APNS, pop-up alerts, badges, action sheet and integration various social networking APIs like Facebook, twitter and flickr into application.
* Strong experience in XML Parsing and JSON to implement in the Application.
* Experience working with multi-threading, P-list and user defaults.
* Expertise in providing Web Services, database management, Locations Services, Audio, Graphics and Animation capabilities in Applications.
* Ability to write code by using clear, explicit method, variable names and effective comments.
* Development, testing, troubleshooting and debugging of the application.
* Experience in working with Mac OS X, UNIX and Windows platforms.
* Strong problem solving and decision making skills with ability to communicate effectively at all levels.

**TECHNICAL SKILLS**

Programming Languages: C, C++, objective C, SQL, Swift 3.0.2, Apache Ant.

Web technologies: PHP (4/5), XML, HTML5, XHTML, CSS3, JavaScript, JSON.

Database: SQ Lite

IDE: X-code, Android Studio, RTC.

Mobile: iPhone/iPad, apple watch, apple pay, Nexus

Software: MS-office, Adobe Photoshop, MS Project, Git, GitLab, Jira, RTC.

Operating system: Mac-OS, Windows (NT/2003/2007/XP/vista/7).

**PROFESSIONAL EXPERIENCE**

**USAA (United States Automobile Association)**

<https://itunes.apple.com/us/app/usaa-mobile/id312325565?mt=8>

**(April 2015 - Present)**

**iOS Developer**

**San Antonio, TX**

**Responsibilities:**

* USAA Mobile App (Investment Banking) – Developed and maintained the Investment side of the application. Used latest SDK of Swift and Objective C. Made all the architectural decision and designs for business requirement and also maintained the code base from time to time. Responsible for distributing and delivering code from Onsite to Offshore and Vice versa.
* Updated and added new Unit tests, and also updated bread crumbs with Apteligent.
* OTA (Over The Air) iOS App - Refactored the app. Worked closely with testers and APO in providing the value expected. Met all the security concerns and requirements. Used ITMS services for download of binaries through the app. Implemented appteligent metrics.
* iOS build process & RTC - Created a process to automate the builds by using IBM’s tools and with command line tools like Xcodebuild in a series steps capturing the code, run static code analysis, unit tests, build, archive generate an IPA, and send the binaries to OTA.
* iOS build process &GitLab - Tested tools like GitLab, Xcode Server, and Jenkins. Created helpful documentation as reference materials for developers on topics collected based of off the most recurring issues. Also,helped teams with the setup of Xcode Server
* Static Code Analysis - Did static code analysis with command line tools on mobile code base by writing new cases, fixing the failed existing cases and enabling new rulesets and finally uploading the results into SonarQube with GitLab Runner, and Sonar Runner.

**Environment:** Xcode8.2.1, Swift 3.0.2, Appteligent, Apache Ant toolkit, Apache Web Server, Apteligent, PhotoShope, RTC, Eclispe, JBE, XCPretty, Android Studio, iOS 7-10, GitLab, SonarQube, JavaScript, Safari Develotpment tools, Apple Frameworks.

**Carnegie Learning Inc,**

<https://itunes.apple.com/ca/app/digitalace/id1007556746?mt=8>

**(May2014 – April2015)**

**iOS Developer**

**Pittsburgh, PA**

**Description:** Carnegie Learning, was a part of Carnegie Mellon University in Pittsburgh. They are one of the pioneers in creating text books for educational institutions all over the country. With demand in the market. They are also launching these text books on mobile platforms.

**Responsibilities:**

* This Application is to give real time experience of class room environment no matter where ever you are.
* So we offered features in the application like rise your hand, turn to page, answer pad, UIWebview with JAVAScript, HTML and mustache.
* Engaging with current existing code with various levels of integrations, using external libraries, SDKs and also understanding the working flow of the algorithms.
* Bug fixes on the existing code which includes areas like constraints, UIWebviews, UIPickerViews and also UIColloectionView
* Data management and creating new classes to interpret the data into the application.
* Using asynchronous calls in the application to make the app work more efficiently so the user is always in constant interaction with the app.
* Prioritizing the data there by saving it in the cache which allows the user to have an uninterrupted interaction of data while in the class or at home.
* Used UICollectionView in creating a feature called Dashboard.
* Used Core data while using the design concepts of MVC in storing data.
* Agile Methodology expertise in developing the code.
* Also used Testflight as the platform in distributing the app for various testing purposes.

**Environment:**iOS 6-8(iPhone SDK, Objective C, Xcode, Cocoa Touch, Cocoa Framework, QuartzCore, CoreData, AVFoundation.Framework, AudioToolbox.Framework, Interface Builder, iPhone Simulator, JSON, Agile), and Xcode 6.2.

**ISCS iPhone Application,**

**iOS Developer**

**(November 2013-May 2014)**

**Description:** ISCS is the second largest organization for providing front end and back software support for insurance companies

**Responsibilities:**

* This a client configurable mobile application which different features like claims, ID cards, Self registration, my agent find my car and other features.
* I was the only iOS developer in the team so worked under lot of pressure but still meet all the deadlines.
* Cataloged all the layouts of the application and also wireframes and its descriptions.
* Designed and developed complete Self Registration feature and made it configurable with the back end servers.
* Designed prototypes and has done UX/UI designing for the application using **Adobe Photoshope.**
* The entire application designed is based on different MVC.
* Added new feature for the agents’ location.
* Designed and implemented the entire application using **XCode 5.1.1.**
* Created the design documentation for the entire application.
* Created unit test cases for the different features of the application.
* Made call to the API by “POST”, “PUT” and “GET” methods and various levels of API call to the backend server.
* Worked on the GIT repository for storing the source code and as I’ve developeddifferent features and fixed bugs we committed the code.
* We used Hockey app to make the builds available for the testers and rest of the team to work with.
* Responsible for the overall code quality of the application
* Developed and tested each application according to its Software Requirement

Specification (SRS).

* Interacted and coordinated with QA team for different releases
* Responsible for the Code Delivery to the Project Manager.
* Parsed JSON files and stored them in their respective dictionaries and used them as needed in the application.
* Worked closely within a cross functional team of testers and developers.

**Environment:**iOS 5-7(iPhone SDK, Objective C, Xcode, Cocoa Touch, Cocoa Framework, QuartzCore, CoreData, Interface Builder, iPhone Simulator, JSON, Agile).

**MAST iPhone Application and App Catalog iPad Application**

**Farmers Insurance Group, Los Angeles, CA**

**iPhone Developer**

**(May 2012-November2013)**

**Description:** Farmers is the third-largest provider of both private passenger auto and homeowners insurance in the U.S.

**Responsibilities:**

* The MAST application is the medium to connect District Managers, Agents and Agent’s stuff with the customers. It helps them to see the details like contacts, claims and policies of the customers.
* App catalog is the application which display all the application so far created for the Farmers insurance group with their descriptions along with their respected wireframes and its description.
* Designed wireframes for both iPhone and iPad application
* Designed prototypes and has done image editing using **Adobe Photoshope.**
* Designed and implemented the entire application using **XCode 4.5.**
* Created the design documentation for **MAST iPhone application**.
* Implement Google analytics within the application.
* Core Bluetooth framework integrated in to the app for BTLE
* Implement push notification both on client and server side.
* Responsible for the overall code quality of the application
* Developed and tested each application according to its Software Requirement
* Specification (SRS).
* Interacted and coordinated with QA team for different releases
* Responsible for the Code Delivery to the Project Manager.
* Parsed JSON files in SBJson frame works and XML parsing using NSXml to run data on the application.
* Worked closely within a cross functional team of testers and developers.

**Environment:**iOS 5-7(iPhone SDK, Objective C, Xcode, Cocoa Touch, Bluetooth 4.0, Cocoa Framework, Interface Builder, iPhone Simulator, JSON, Agile).

**Crexendo Inc, Tempe, Arizona**

<https://itunes.apple.com/us/app/crexendo-mobile/id498033814?mt=8>

**(April 2011 – March 2012)**

**Description:**CrexMo is the CrexendoiOS application that uses it’s cloud communication services to provide internet telephony services to its clients.

**Responsibilities:**

* Worked with SIP (used for internet telephonic services) and implemented bug fixes for the application when it ran in background.
* Implemented OpenUDID, an alternative to using Device id (prohibited by Apple Inc. with iOS5 release)
* Worked extensively on MultiView Applications and customizing Table views, Navigation bar, Tab Bar.
* Worked with Backend Developers to get final Designs for app interaction with backend services.
* Worked with XML inputs to pull the data from backend and display it on the app.
* Secured user credentials using basic authentication.
* Tested the application for memory leaks and relevant bugs, fixed the leaks and deployed on different iPhone firmware’s to validate the application stability
* Also have expertise in using adobe photo shop for designing the prototypes and layouts of the application.

**Environment:**iOS 3.2 and 4.1(iPhone SDK), Mac OS3. X, Objective C, Xcode 3.2.4, Cocoa Touch, Cocoa framework. Environment: Mac OS X – 10.5.7, Objective C.

**Walgreens Inc. Deerfield, IL.**

<http://itunes.apple.com/us/app/walgreens/id335364882?mt=8>

**iOS Developer**

**(June 2010 – February 2011)**

**Description:**Walgreens Inc. is a well-known pharmaceutical & retail store. The Corporate office deals with keeping records of transactions and implementing and maintaining latest devices that make the whole retail experience convenient from a customer standpoint.

**Responsibilities:**

* Worked extensively towards the development of the app that will allow customers to use the convenient Refill by Scan\* feature, simply scan the barcode on your prescription bottle for instant refills. It also allows the users to receive refill reminders by utilizing Apple Push Notification Service (APNS).
* Developed a feature Quick Prints! that allows the user to select pictures from your iPhone albums to print and pick up at your local Walgreens in about an hour. It also enables to easily share pictures to Walgreens and Facebook.
* Worked closely within a cross-functional team of testers, QA’s, BA’s and developers using SVN source Control.
* Extensive use of SOAP and REST API to utilize backend services
* Worked extensively with ObjectiveC and Cocoa Touch frameworks.
* Used XML Parser for data retrieval and display.
* Worked with UI Framework for the application modules at hand.
* Used HTML, JavaScript and XML for designing and testing a few modules within the app.
* This application has barcode reader so easily find foods you have eaten.
* Database implemented using SQLite database engine.
* User interface was designed using interface builder.
* Worked as an iPhone developer responsible for designing and developing iPhone/iPad application in a dynamic work environment.

**Envrionment:**iPhone SDK, Xcode, Interface Builder, Instruments, UIKit framework, Core Data, SQLite, Foundation framework and MVC architecture, Mapkit framework, Core location framework, XML, Web Services.

**Zolt Info Solutions, Hyderabad, India.**

**Software Developer**

**(May 2008 – April 2010)**

**Description :**Software to Assess Disability for Access, Rehabilitation and Empowerment (SADAREM) is a project that finds the scientific assessment of degree of the disability is done on the basis of methods and formulas prescribed in the Gazette 2001 issued by the Ministry of Social Justice and Empowerment, Govt. of India.  A centralized database was maintained for storing the data. Software will also generate all the details including the support services that the disabled persons are entitled, based on the need assessment and a record of the services provided from time to time.

**Responsibilities:**

* Involved in requirement gathering and analysis of requirements of the system in consultation with business analysts and client.
* Worked with functional team for requirements and implanted successfully.
* Worked with Servlets to implement the business logic.
* Worked with JDBC to connect the front end of the project to the databases.
* Worked with JavaScript for front-end validation.
* Worked on the front end of the project by using JSP.
* Designed the database schema in MYSQL.
* Involved in developing Class diagrams and Sequence diagrams using UML.
* Involved in configuration and deployment of the application on Windows platform.

**Environment :**Java 1.6, JDBC, Servlets, Java Script, JSP, HTML, CSS, XML, MySQL, Eclipse, Windows XP.

**EDUCATION**

Bachelor of Information Technology,

Bundelkhand University,

Jhansi, Uttar Pradesh 284128, India

June 2004-May 2008