**Prashanth Reddy Tummalabavi**

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**Professional Summary:**

* **6 years** of experience iniOS developer experience in designing & developing User Interface applications, integrating with various Databases and Client-Server applications in **iPhone/iPad application development using objective-C,** C++, **SQL, Cocoa Touch, Cocoa Bindings, Core animation custom controls.**Excellent communication, organizational skills, attention to detail and the ability to meet tight deadlines and I implement and maintain the prototype solution of hybris latest ECommerce ideas for iOS applications
* Strong commitment to organizational work ethics, value based decision-making and managerial skills.
* Proficient knowledge of Programming Experience using **Objective-C**.
* Extensive experience in **iPhone & iPod Touch application development**.
* Strong knowledge in implementing core Frameworks like CoreLocation, MapKit, UIKit,and EventKit Frameworks
* Good experience on NSOperation threads GCD and Blocks to perform multi-threaded development..
* Worked on, AV Foundation, **HTTP** segmented streams**MediaPlayer** framework of Cocoa Touch to play streaming video & audio.
* Hands on experience in Apple push notifications, Network protocols, Mac/Pc to iPhone data syncing.
* Developed **IOS** and windows mobile applications using Objective**-C, C++, C#, Xcode, Visual Studio,** including but not limited to Cocoa Touch, Foundation, UIKit, Map Kit,  Core Graphics, Core Data, Core Plot.
* Experience in developing Android application using **Eclipse IDE, SQLite, Java, XML, JSON, Android SDK and ADT plug in.**
* Extensive experience in creating user interfaces using **JSP, HTML** and client side validation using **JavaScript.**
* Experience in Android UI Toolkit and Layout Managers. Proficient in Android Application Framework and Android SDK Tools. Experience in Bluetooth and Wi-Fi with android devices.
* Extensive experience in **iPhone, iPod Touch** and **iPad** application development.
* Good Knowledge in **all Objective C**, **Cocoa**, **iPhone SDK**, **REST,SQLite 3**, **PLIST**, **JSON**, **XML**, **IOS 7**, **Mac OS**, **XCode5** and Social networks(**Face book**, **LinkedIn** and **Twitter**) integration.
* Knowledge of **Object Oriented Concepts** and **good development experience** in using those concepts in building **re-usable code**.
* Proficient knowledge of **Programming Experience** using **Objective-C**.
* Strong knowledge in all phases of **Software Development Life Cycle** (**SDLC**) process, which includes requirement analysis, designing, implementing, debugging, testing, fixing and maintaining applications.

**Technical Skills: hybris**

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| Programming Languages | Objective-C, C, C++, Embedded C, ASP.NET, SQL, Core Java |
| Scripting Languages | VBA, UNIX Shell Script, DOS Script, HTML, JavaScript, JSON |
| IDE’s / SDK’s | Xcode, Visual Studio, Eclipse, Android SDK, NetBeans |
| Frameworks / APIs | Cocoa Touch, Foundation, UIKit, Core Graphics, Core Data, Core Plot, External Accessory, Core Bluetooth, Google Protocol Buffers, C Standard Library, Win32 APIs, .Net Compact Framework, OpenGL ES |
| IOS Applications | Cocoa Development for iPhone and iPad Devices In Xcode interface builder- UIkit,hybris, Cocoa Touch, Core data,CharlesProxy,Radar including TSTT. |
| Operating Systems | Mac OS 10.5/10.6/10.7, Unix/Linux, VxWorks, MS-DOS, Windows 7, 8 |
| Phone Simulator and Emulator | iPhone/iPad, Windows 8/Mobile, Android, Geny motion |
| Database | Microsoft SQL Server Compact (SQL CE), Core Data, SQL Lite |
| Development Models and Patterns | MVC, Scrum method of Agile, V-Model |

**Professional Experience:**

**Client: PayPal,** [**Palo Alto**](https://www.google.co.in/search?biw=1242&bih=585&q=palo+alto+ca&stick=H4sIAAAAAAAAAGOovnz8BQMDgx0HnxCnfq6-gWFSSXGaEgeImWZgkqylmp1spZ9flJ6Yl1mVWJKZn4fCsUrLL81LSU0Jryl9uNdNdupzr0NnnDK_vo4VYj8CACepPh9bAAAA&sa=X&ved=0CJMBEJsTKAEwGmoVChMI1MzzmZ_FxwIVDh2OCh0QvA0-) **, CA June 2014 – Till Date**

**Role: iOS Developer**

**Applink**:<https://itunes.apple.com/us/app/paypal/id283646709?mt=8>

**Description:** At PayPal (Nasdaq: PYPL), We put people at the center of everything we do. Founded in 1998, we continue to be at the forefront of the digital payments revolution, last year we processed 4 billion payments, of which 1 billion were made on mobile devices. PayPal gives people better ways to connect to their money and to each other, helping them safely access and move their money and offering a choice of how they would like to pay or be paid. With our 169 million active customer accounts, we have created an open and secure payments ecosystem that people and businesses choose to securely transact with each other online**.**

**Responsibilities:**

* Worked closely within a cross functional team of testers and developers.
* Worked on web service calls, **XML and JSON** parsing included in the project.
* Worked extensively with **ObjectiveC** and **Cocoa frameworks**.
* Worked with **UIKit Framework** for development and maintenance.
* Added animation between UIViews for smooth transitioning and better user experience.
* Worked with Backend team to display the correct data format in devices.
* Responsible for Creating Models and Services in conformance with the WSDL's provided.
* Responsible for Service Integration Development and Testing.
* Used the same XIB to design for iPhone 5 and older iPhones by using Auto-layout.
* Custom UI implemented with XIBs, and Manual Retain/Release memory management.
* Developed Navigation between views was mixture of using UI Navigation Controller, UI Gesture Recognizer, and **UI** Popover Controller.
* Created the complete database using **coredata**.
* Took care of Code Review, Code Fixes and bug Fixes.
* Worked with **GDB and Xcode** for debugging.
* Worked with **GIT** to checkout and update the codebase changes.
* Reported progress/challenges to onsite project lead.
* Designed **XSDs** to define the xml structure of data exchanged between iPhone and server.
* Managed data and memory management from streamlining code and using various debugging tests.
* I worked the project where I used **JIT** (just in time compilation) where the compiler and execution goes simultaneously.
* Interacting with QA on deliverables on every iteration and customer feedback implementation.
* We Troubleshoot and resolved the problems that arise both in quality assurance phases and after production launch, and we will ensure ongoing operation of the apps on new versions of mobile operating systems when they were launched.

**Environments:**iOS 7, 7.1, Xcode 4.1, 4.3.3, 4.4.1, iPad, iPhone, Objective-C, UIKit, JSON, XML, SQLite, JIT, View Controller.

**Client: Express Scripts,** [**St. Louis**](https://www.google.co.in/search?biw=1242&bih=585&q=st+louis&stick=H4sIAAAAAAAAAGOovnz8BQMDgzMHnxCnfq6-gaVZumWhEgeIaVZeUa6llZ1spZ9flJ6Yl1mVWJKZn4fCscpITUwpLE0sKkktKg6Z8JFlGuv8u34Cm5_bmD8Rt1iheR8Ax-quumAAAAA&sa=X&sqi=2&ved=0CJcBEJsTKAEwFmoVChMIw9n136DFxwIVDE2OCh2EXgJm)**,**[**MO**](https://www.google.co.in/search?biw=1242&bih=585&q=missouri&stick=H4sIAAAAAAAAAGOovnz8BQMDgzMHnxCnfq6-gaVZumWhEgeIaVKZnKGllZ1spZ9flJ6Yl1mVWJKZn4fCscpITUwpLE0sKkktKt5yfb1A_LPZu7L6vnXUlD87vO3vjf0AGP0CDGAAAAA&sa=X&sqi=2&ved=0CJgBEJsTKAIwFmoVChMIw9n136DFxwIVDE2OCh2EXgJm) **Sep 2012 – May 2014**

**Job Title:iOS Developer**

**App store link:**<https://itunes.apple.com/us/app/express-scripts/id442464896?mt=8>

**Description:** The Express Scripts mobile app offers eligible members the ease and convenience of managing their prescriptions and pharmacy care any time anywhere

**Responsibilities:**

* Worked extensively with Objective-C, Xcode and JSON for the application at hand.
* Did developer test and fixed bugs using Instruments and Third Party Analytics Tools.
* Used custom search bar controller to search for items and used custom predicates to filter the results according to user preferences (scopes).
* Used Zbarcode for search products using barcode and QR Codes.
* Used UITapGestureRecognizer to interact with user inputs.
* Created Custom UIViews, custom TableViews, and custom TableViewCell for user interface.
* Worked with data storage and retrieval using Plist, SQLite3, and core data at ease to improve memory overhead of the app, and increase responsiveness.
* Implemented custom UITabBarController&UINavigationController for easy navigation of the app.
* Used UIKit, MapKit and Core location to enhance user to find nearest store locations.
* Created custom annotations and annotation views.
* Worked with Afnetwoking for Json parsing.
* Used Storyboard to create flow and design of Interfaces and Views.

**Environment:** Xcode, Objective-C, Instruments, WatchKit, UIKit, MapKit Foundation, AVFoundation.

**Client: The Home Depot, Atlanta, GA June 2010 – Aug2012 Role: Android/iOS Developer**

**Link:**[**https://itunes.apple.com/us/app/the-home-depot/id342527639?mt=8**](https://itunes.apple.com/us/app/the-home-depot/id342527639?mt=8)

**Description: the Home Depot** is an American retailer of home improvement and construction products and services. When users sign in, and start browsing through their preferences; they will be given a full detailed description of the tool they choose. It also provides the closest store information, its operating hours, services, and store manager name.

**Responsibilities:**

* Highly involved in **designing, development, and testing**
* Developed and designed **modular User Interface** using **fragments**.
* Implemented **Model-View-Presenter** design pattern.
* Implemented **dependency injection** using **Dagger**.
* Consumed **REST** based web services with **JSON data**.
* Upgraded the application layout to support **Android 5.0 Lollipop**.
* Created supporting **Home screen Widgets** to display specials based on users Preferences.
* Implemented **push notification** using Cloud services including Parse and Amazon.
* Implemented **SQLite** database structure to handle the content and contact list.
* Linked the app with **Google maps** to provide the specific store’s information and many relevant data
* Worked with **Storyboards** in **iOS** to implement view layouts.
* Created **custom UI classes** for corresponding Xib files.
* Developed **unit test** and **instrumentation test** to automate the testing.
* Utilized different resources like views, activities, fragments, frame, animations, etc.
* Used **JUnit, Mockito** and Android Espresso for **unit** and **instrumentation testing**.

**Environment:** J2EE, Android SDK, Eclipse, JSON, XCode, Objective-C.