**Rama Komma**

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**PRFESSIONAL SUMMARY:**

* Over **6+ years** of experience in the area of software development for mobiles and web, which includes understanding requirement specification, working on software design, coding testing and maintenance.
* Skilled in developing APIs for **middle ware Framework modules for mobile platforms** using **Objective C.**
* Experienced of working on **iOS platform** and **frameworks** and customizing it as per requirements.
* Undertaken full life cycle of **mobile iOS Hybrid using Phonegap Application Development** that includes testing on device and simulator as well.
* Having experience in developing hybrid applications in **Phonegap**and**native plugin for hybrid applications.**
* Having experience in Agile**development** methodology.
* Experienced in UX Design, can translate concept design into user interface on mobiles like iPhone, iPad iPod
* Expertise in using **Design patterns** and **object oriented methodologies** to design software for mobile phones.
* Experienced with Apple Approval Distribution Process, AdHoc Enterprise distribution.
* Experience of **iPhone mobile application development** and **testing** on device and simulator using **x code**and**Objective C**.
* Involved in various parse level application and well aware of parsing of **SOAP**, **XML** and **JSON** formatted services for iPhone and iPad.
* Was involved in **Usability testing** of the application during early releases of the application to modify any user experience elements to be changed.
* Worked on various architectures such as **MVC**, **Singleton**, **Delegate** and **Notification** patterns.
* Experience of using version control and bug reporting tools like **clear case**, **clear quest**, **svn, tfs** and **git** etc.
* Experience taking a project from scoping requirements through actual launch of **application**.
* Knowledge of professional software engineering practices and best practices for the full software **development** life cycle, including coding standards, code reviews, source control management, build processes, testing, and operations.
* Experience providing prototypes / proof-of-concepts to the business content owners and users
* Experience in handling **Web Services** **SOAP, XML, JSON RESTFUL**.
* Worked on **Core Data** ability to write and troubleshoot SQLite Code and design managed Object context in objective C.
* Worked on latest versions of **iOS 8.0 and Xcode 6.0**, well versed with latest changes in the industry.
* Having basic Knowledge of **Swift** programming language.
* Having working experience on **SDK development** in iOS.
* Developed Mobile apps using XAMARIN for iOS and Android (C#).
* Experience in**Mobile Application Development Frameworks**,**Design Guidelines**,**design patterns**and cross platform tools like**PhoneGap /Cordova.**
* Experience in using writing web technologies for mobile, which includes **advanced** **Java script**, **HTML5, CSS3**.

**EDUCATION/CERTIFICATION:**

* Bachelor of Technology in Computer Science and Engineering

**TECHNICAL SKILLS:**

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| Programming Languages | IOS, C, C , VB.NET, Java, Objective C, XML |
| Web Technologies | HTML, CSS, MYSQL |
| Database | MS SQL, Oracle 9/10/11g, and MySQL |
| Markup Languages | HTML5, XHTML and XML, JSON |
| WebServices& Parsinng Techniques | SOAP, REST, JSON, GSON, DOM, SAX, Volley API, and Retrofit API. |
| Version Control | GIT ,CVS, SVN,Team Foundation Server. |
| Methodologies | Agile Methodology, Waterfall model. |
| Operating Systems | Windows, Mac, Android, Ubantu |

**PROFESSIONAL EXPERIENCE**

**Client: T-Mobile, Seattle, WA July 2017– Till Date**

**Role: IOS Developer**

**Responsibilities:**

* Worked extensively with **Objective C** and **Cocoa frameworks**.
* Responsible for designing an Intelligent Asynchronous Cache Manager to separate the UI code from Service call Code.
* Responsible for Creating Models and Services in conformance with the WSDL s provided.
* Responsible for Service Integration Development and Testing.
* Web services deployment and testing on rest client.
* Created the complete database using **coredata**.
* Complete implementation of the retrial mechanism.
* Beta testing of the application via test flight.
* Currently working extensively with Swift for upcoming releases.
* Developed applications in Objective-C and Swift 3.x languages using Cocoa Touch and other iOS frameworks.
* Used REST API’s to constantly update the power outages in a location.
* Added support to use text messages or iMessage to skip online registration.
* Enhanced the UI for current weather page.
* Used REST API’s to constantly update the power outages in a location.
* Used Geolocation API to add support for the satellite view and decrease the map load time by caching already viewed/stored locations.
* Publishing the application on App store and then pushing updates after every sprint release.
* Worked with git as project source control via terminal and GUI tools like Tower and SourceTree. Also well versed in modern gitflow.
* Code base stored in a Git repository using Tower GUI.
* Designed the complete MVC flow for the application with UI components and controllers to be used for iPhone.
* Complete data base designing for both android and iPhone.
* Developed critical tools for this project like customized **navigation bar** **page control** and scroll view.
* Worked with **UIKit Framework** for the applications at hand.
* Worked extensively on table view controller and made **customized table view cells** according to the client
* Pre-fetching data for different views for smooth screen transitioning.
* Followed a work data flow principle for design and development.
* 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 with **UIKit Framework** for development and maintenance.
* Reported progress/challenges to onsite project lead.
* Used Xamarin Insights for finding and debugging issues in the app.
* Worked extensively with Xamarin framework, SQLite, SQL Server and a third-party library Web API.

**Environments**iOS 7.0, iPhone SDK, Mac OS X, Objective C, Swift, MVVM, XCode 4.6 and 5.0 Agile Methodology, GIT , HTML5, CSS, REST, JIRA, JavaScript, JQuery.

**Client: United Airlines, Chicago, IL Sept 2015– June 2017**

**Role: IOS Developer**

**Responsibilities:**

* Used AV Foundation Framework to record audio from the device.
* Implemented Dropbox **API** for sharing and backup.
* Added API’s on the backend to support the Windows SDK.
* Implemented Core Data framework to store user Data.
* Implemented **NS Operation Queue** and NSURL Connection to integrate with backend web services.
* Implemented using Storyboard and ARC.
* Developed unit tests for testing specific functionality and logic.
* Fixed bugs as documented by QA team.
* For iOS platforms, used Xcode as IDE and Swift, Objective-C languages to build the application.
* Project code stored in Git repository, used SourceTree for version control.
* Code base stored in a Git repository with Jenkins for continuous integration and testing.
* Used Instruments to fine tune the app performance and memory management.
* Formatted the Data as per Business rule to display in UI.
* Experience with **Restful APIs** for connecting IOS applications to back-end services.
* Called some restful web service calls for **POST, PUT, DELETE and GET** methods.
* Followed a work data flow principle for design and development.
* Worked closely within a cross functional team of testers and developers.
* Debugging issues at onsite whenever required.
* Worked with **GDB** and Xcode for debugging.
* Worked with Subversion to checkout and update the codebase changes.

**Environments**iOS 7.0 and 6.0 iPhone SDK Mac OS 4. X Objective C, Swift, XCode 4.6 Cocoa Touch Cocoa framework JavaScript JQuery Adobe CS5 Suite Photoshop Dreamweaver MapKit Core Location AVFoundation

**Client: Sprint, Kansas City, MO Sep 2014 – July 2015**

**Role: IOS Developer**

**Responsibilities:**

* Upgraded reporting system of the application Sprint My Account for analytics
* Developed complete client iPad login and signup module that includes UI design and backend communication with Web Services
* Developed new components like infinite scrolling section for sliding table view
* Solved major defects in navigation controller behavior for the application.
* Developed Facebook integration for the application.
* Improved the efficiency of the application by optimization that resulted in faster loading of player and streaming data. Main thread and secondary thread.
* Provided mechanism to avoid loading of duplicate data in table views Problem due to concurrent server calls.
* The application is written in swift.
* Worked with swift 3.0/4.0.
* Handled scenarios of no data for application during good network signal.
* Explained the design problem of invocation by drawing flowcharts.
* Assisted Project Manager with release build schedules
* Documented the technical specifications
* Managing the work log and following the schedule to ensure completion of projects before deadline
* Followed a work data flow principle for design and development

**Environment**Objective-C Xcode 4.6 Mac OSX Cocoa Touch Foundation UIKit Core Graphics RESTful JSON converted to existing Soap Services iOS 6.1 iPhone Simulator 6.1 Device integrated with Barcode Scanners AirWatch Mobile Device Management, Swift App Store Subversion SVN Eclipse Phonegap.

**Client: ICICI bank, Hyderabad, India Mar 2011 – Aug 2014**

**Role: IOS Developer**

**Responsibilities:**

* Developed custom UI components that make use of the frameworks including
* UIKit and Foundation Frameworks
* Developed applications and user interfaces that support multiple languages including Java, C, C , JSON, iOS 6.0 and above
* Created code with strong emphasis on reusability ensuring it works on various apple related products including different versions.
* Worked with UI/UX designers involved in creating functional user interfaces and workflows from wireframes and design assets.
* Involved in application design using iPad SDK, Xcode, Objective-C and Interface Builder.
* Utilized Soap Request to send requests to the web server, Used JSONSerialization to parse JSON data retrieved from web servers and used SQLite to save response from server for local utilization.
* AVFramework implemented for Audio playback.
* NSURL Request to display pages in UIWebview.
* NSUserdefaults to set user profile, UITableview to display data from SQLite3 Database.
* Involved in Weekly status meetings and updates with the endclient and business users along with other technical Project Leaders.
* Worked with onshore and off shore resources to ensure on time delivery of the project.

**Environment:**IOS 3.1 and above, iPad Application, Xcode Interface builder, Storyboard, ARC, Cocoa framework, SQLite.