**Rusheel Sandri**

[**sandy.rishi573@gmail.com|**](mailto:sandy.rishi573@gmail.com|) **904-607-8553**

**SUMMARY**

* Around 7+ years professional experience with 3 years of experience in design and development java based applications and 4+ years of experience in mobile applications Development for IPhone/iPad using Objective-C.
* Good knowledge and understanding of the Software Development Life Cycle (SDLC) gained from years of experiences
* Proficient in GCD and NSOperation Queue in Multithreading
* Experienced in implementing Restful web services
* Proficient in implementing Animations in between UI views
* Experienced with objective – C, **UIKit, Core Location, MapKit, Cocoa Touch and Cocoa Service Frameworks.**
* Developed Apps using MVC, Delegation, Target-action and Slide-out Navigation
* Proficient in implementing Google API like (Google Maps API) for geo location services
* Experienced developing basic Multiview Application like UIView, Table View, Tab view and Navigation View
* Experience in various libraries like Alamofire, AFNetworking, Starscream, and SwiftJSON.
* Highly experienced in integrating **Push Notifications** and**NetworkConnectivity.**
* Good communication skills, quick learning and multi-tasking abilities, experience of coordinating and working with different teams.
* Professional working experience with Java and C++
* Expertise in design tools of Sketch, Illustrator, Photoshop and Processing.
* Familiar with programming language of Python and C.
* Experieced in Unit/ Regression Testing application
* Experience working on web based API’s loke Google Maps, Youtube, GPS Locations and Push Notification
* Experience in Android UI toolkit and Layout Managers. Proficient in Android application framework. Experienced with Android SDK tools.
* Proficient in Android applications development involving User Interface development, Notifications, Adapters, Content Provider, Services, Low-Energy Bluetooth technology. Geo-Fence, XML Parsing and Telephony Manager.
* Proficient in implementing web services protocol such as HTTP, XML, HTML
* Proficient working with Swift

**PROFESSIONAL EXPERIENCE**

**Zygobot, Inc.|| Location: Orlando, FL||IOS Developer April 2014 to Present**

Zygobot is a company dedicated to making fun multimedia experiences for android and IOS devices. Zygobot is a scrum based development company working on multiple projects. As lead game/level designer, analyzing Android and IOS market and creating unique levels and features to enhance the players experiences.

**Responsibilities**

* Development team for the Divey Jones Perpetual Ocean, Memory Diver, Bitey Shark and MoBill Homes.
* Implemented Google Services API’s, Facebook SDK to retrieve user information
* Developed NSOperationsQueue and NSURLConnections to implement backend web services
* Developed Local databases for storing retrieved data using SQLite
* Performed and maintained design document updates on configuration management system.
* Analyze and design test cases and plans for unit/integration testing of modules.
* Developing Design Documents with well-defined scope and features of the games
* Used Apache Cordov, PhoneGap and Ionic Frame Works for development
* Implemented Notification Manager to display task updates for the team member
* Developing Game Mechanics using Java Script
* Integrated Animations between UIviews for better user experiences
* Worked with Restful services and used JSON parsing to retrieve information.
* Worked extensively with **Objective C** and **Cocoa** frameworks
* Created custom checklist and sharing them with selected app users by calling web services through JSON libraries and connecting to SQLite database with Objective-C interfaces.
* Integrating game content focusing on Level Designing
* Worked with the development team responsible for the quality of code in-game to deliver a bug free gaming experience.
* Reported task progress to onsite Producer

**Environment**: iOS 7.0 and later-, Mac OS X, Objective C, Xcode 5.1, Cocoa, Cocoa Touch, Cocoa framework, PhoneGap, Ionic, XML, JSON, Apache Cordova. C#.

**Wells Fargo|| Location: San Francisco, CA|| IOS Developer April 2013 to March 2014**

**Description**

The Wells Fargo Mobile is the online banking app for Android mobile devices. This app gives the user fast access to account information and use their device's built-in functions to provide a better banking experience. Features of the application include viewing account balances across multiple instances, balance transfer between accounts, detailed tracking of account transactions , one touch bank/ATM locator and easy access to the Wells Fargo you tube channel.

**Responsibilities:**

* Worked in different phases of the project cycle like design, development and testing
* Profiling and performance analysis using X-code instruments and memory management
* Implemented CRUD operations to SQLite Databases
* Designed and developed databases and data models for applications using SQLite
* Worked with XIB design to design Iphone 5 or older by using Auto Layout
* Implemented Webservices calls using Jason
* Created notifications to detect the auto rotation in the customized sub views.
* Worked extensively with Objective-C and Cocoa frame works.
* Integrated images and Map Kit into the Application.
* Designed XSDs to define the XML structure of data exchanged between and server.
* Managed data and memory from streamlining code and using various debugging tests.
* Interacting with QA on deliverables on every iteration and customer feedback implementation.
* Worked with Mobile development framework called Ionic to develop the applications and later deployed using Cordova.
* Used GitHub to manage code
* Conducted Unit Testing
* Discussed the requirements with the client and documented the requirements
* Used Adobe Air and Flash Professionals in application development
* Contributed in Database Management.
* Contributed in code debugging using Log cat and DDMS.
* Creating test cases and conducting Usability and QA testing
* Tested the app across different versions of iPhone and iPads to assure quality and performance.

Environment: iOS 4.2.1, 5.1.1, 6.1.6, Mac OS X 10.7, Objective-C, Xcode 5.1, 4.1, 4.3.3, 4.4.1, Cocoa Touch, Cocoa framework, JavaScript, JQuery, Adobe CS5 Suite (Photoshop, Dreamweaver), MapKit, Core Location, AVFoundation.

**Motorola || Chicago, IL || IOS Developer September 2012 to April 2013**

Motorola is a weather application for Android mobile devices. This Application provides full weather information like weather forecast and current temperature based on the location of the user. This app contains a new redesigned UI which changes it appearance based on the weather report

**Responsibilities:**

* A
* Worked with a team of 3 people and responsible for this project right from requirement to implementation.
* Designed the requirements for the application in coordination with the business team.
* Coordinated the development of the User interface with the UI design team to match the flow of the app for iPhone/iPod.
* Developed the XML parsers, which interface with the back-end web services to retrieve the data.
* Designed and developed the magazine reader application on iPad/iPhone using XCode and Objective-C.
* Implemented Single Sign On feature in Reader Application with Facebook.
* Implemented Share, like, tweet feature using Tweeter API.
* Implemented Web trend mechanism in Zinio iPhone/iPad applications.
* Developed overall flow the application using TabBar and UINavigation Controllers.
* Integrated various Restful Web services call to Reader Application.
* Used Objective-C and Cocoa Touch Framework to build the app, including UI Kit, Map Kit, Foundation, UI Navigation View, UI Tab Bar Controller, UI Table View and Storyboard.
* Created custom UI Views, custom Table Views, custom Buttons and custom Table View Cell for user interface.
* Worked on Map Kit that retrieves nearby store locations and displays current location.
* Created custom annotations and annotation views.
* Participated in daily Scrums and monthly Sprint planning.
* Implemented application interaction with web server database (NSURL Session) with JSON parsing.
* Implemented custom UI Tab Bar Controller & UI Navigation Controller for easy navigation of the app.
* Innovating background ads reflecting the weather change for the location.
* Used to GitHub share
* Performance Testing to check the performance of device in times of multi-tasking

**Environment**: Xcode 4.3, iOS 6.0, Objective-C, Cocoa, Cocoa Touch, Mac OS X, Cocoa framework, iPhone Simulator, JSON and core data.

**Allstate Insurance Co || Northbrook, IL|| IOS Developer May 2012to September 2012**

**Description**: Allstate insurance Co provided their Car insurance users with Drive wise application which allows safer drivers to demonstrate their lower risk driving on a daily basis and earn significant savings in their insurance. This app helps to review the driving stats of a user, view their driving history on each trip basis for a year. The user can earn rewards and badges according to their driving performance and history.

**Responsibilities**:

* Involved in the requirement of gathering and documentation.
* Implemented extended UI features using UIKit customization for better user experience
* Worked with callbacks using delegations and code blocks
* Developed file sharing tool to manage saved memos/notes
* Integrated offline functionality using SQLite
* Worked on UI design for the appropriate icon and display for the screens.
* Played major role in implementing different layouts design and layout modifications, customization of different functional layouts and UI elements.
* Developed Navigation between views was mixture of using **UINavigationController, UIGestureRecognizer**and**UIPopover Controller**.
* Used the NSFileManager to store the user order details in a file permanently
* Used the SOAP web service to retrieve the all the customer base information from the SQL server.
* Used NSXML parser for parsing after downloading data from server using RESTFul calls.
* Used Core data Framework for local storage purpose in SQLite.
* Responsible for designing, coding and testing the app.
* Worked extensively with Objective C and cocoa frameworks including Core Data, Foundation, Core Animation and UIKit.
* Integrated various Restful Web services call to application using asynchronous NSURL calls for background downloading.
* Followed the agile methodology for implementing the project.

**Environment**: iOS 7 and later, Xcode 6, Objective-C, UIKit, JSON, XML, SQLite, View Controller

**Chinmaya Micro Systems (P) Ltd, India| Location: Hyderabad, India| Programmer Lead, July 2010 to Feb 2012**

Worked a programmer team lead on Sky Ware Services is an application that provides all the information regarding the current flight services and other important information and **Bandwidth Estimation for IEEE 802.11 Based AD HOC Network,** this project focuses on reducing the collision two nodes and we want to improve the throughput value to finally find the bandwidth

**Responsibilities**

* Designing User Interface and managing development team and creating test cases
* Scripting main menu flow
* Research involvements were mainly in educational game development.
* Design, develop, test and install system interface programs
* Prepare work flow charts and diagrams to specify un detail operation to be performed by equipment and computer programs and operations to be performed by personnel in system
* Participate in design and development of solution center offering and production support services for implementation of Chinmaya Micro Systemsrelated products
* Follow established quality methods and procedure and ensuring that applications and systems are in compliance with established quality standards
* Designing and developing Test Cases based on business rule and functional requirements.
* Documenting all the tasks and results as assigned

**L&T InfoTech, India|| Java Developer July 2009 to July 2010**

Video on Demand Application in Android, which consist of Audio player, Media player, Video on Demand, Internet Radio. It has a feature to search the video, music and steam it. It has a feature to set the theme and other setting. It was designed for androidsdk version 2.2 API 8. This application also provide feature to save favorites as well. One can save videos and songs as into favorite tab. Also implemented then notification feature for application, when it is running in back ground to see which song is playing.

**Responsibilities**

* Involved in the Analysis, development, and testing and maintenance process of the application.
* Involved in bug fixing, resolving issues in Music Player and user interface layout with.
* Documenting all process changes and requirement changes.

**Education**

**Full Sail University, Winter Park, FL**

Masters of Science in Game Design

**Jawaharlal Nehru Technological University, Andhra Pradesh, India**

Bachelors of Science in Computer Science Engineering

**TECHNICAL EXPERTISE**

* Programming Language: C, Objective C, Swift, C++, Java, HTML5, CSS3 and JavaScript   
  Databases SQL server […] SQLite with Core iOS sandbox, building, and database in iOS sandbox Operating Systems MAC OS 10.11, Windows XP, Windows 10, LINUX   
  Tools XCode 7, Eclipse, Sublime Text, Dreamweaver.
* Mobile Technology Platform  : Android SDK versions until Kitkat (4.4), Objective-C/Swift and Cocoa development for iPhone and iPad devices in XCode Interface builder-UIKit, Cocoa touch, core Data  Unity 5.X,  Swift2.0,  Unreal(UDK)5.X
* Database :SQL, MSSQL, SQLite, SQL Navigator
* Operating System :Windows , UNIX SQL, MSSQL, SQLite
* Office Tools : MS Office, MS Project, Visio, Handsoft, UI Automator, Appium
* Game Design : Level Design, Game Balancing, Gameplay Scripting and programming, Game Mechanics and Aesthetics, Story and Gameplay, Production Planning, User Interface Design, Usability
* Project Management : Risk Management, Agile Methodologies, Waterfall, Kanban, SCRUM