**Venkatesh Ventrapragada**

**iOS/Android Mobile Application Developer**

Summary

* About 6+ years’ experience as iOS & Android Developer in analyzing, designing and developing **iOS (iPhone, iPad),** based enterprise applications/apps using **Swift, Objective C, Interface Builder, Xcode 6, iOS SDK, Storyboards, AutoLayout, Instruments, Push Notifications (APNS), TestFlight, Facebook SDK, PhoneGap, Titanium Rhomobile, Twitter, Zbar, Google Maps, Parse, Core Location, Location Based Services, MapKit, Webkit, Static Libraries, Custom Framework, Application Preferences, Accelerometer, Cocoa, Cocoa Touch, Web Services, GCD, NSOperation, Foundation Framework, UIKit Framework, Four Square APIs, Interface Builder.**
* Solid experience in mobile application development with expertise in latest trends, best patterns and practices.
* Experience of **SDLC (Agile, RUP, Iterative, SCRUM)** including SRS, Design & Analysis, Development, Implementation, Build, Deployment, Version Control, Testing & Post implementation, UAT, migration and conversion of existed project.
* Proficient in using cloud-based databases, Firebase, MongoDB for storing data for Android and iOS mobile applications.
* Worked on Integrating **Facebook, twitter, Gmail, LinkedIn API for fetching the user contacts**.
* Implemented **custom calendar UI (day, month, Week)** and **Event triggering** Using Event Kit Framework.
* Experience in working on Low Energy Bluetooth and Notification Manager (Push Notifications).
* Ability to **work in a fast, agile and nimble environment with frequent change**.
* Working knowledge of **Google Script in building web apps and automate tasks**.
* Efficient in creating Test cases and performed data validation and process testing for application moving into production.
* Hands on experience in debugging, bug fixing, analyzing the crash reports and providing the technical solutions for various challenges and requirements in application complexities.
* **iOS Development – iPHONE, iPAD:-**
* Expert programming in **Apple SWIFT and Objective-C** for **iOS 10.x/9.x/8.0/7.0/6.1/5.1**
* Experienced in all aspects of **iPhone, iPad app development** including designing all types of screen sizes and orientations.
* Expertise in **iOS design patterns (MVC, Delegation, Target-action and Slide-out Navigation),** **Cocoa design patterns** and **concepts like delegation, protocols and categories**.
* Extensive experience in using **Cocoa Touch framework in iOS mobile applications** development.
* Design Patterns used - **Model View Controller (MVC), Observer (Notifications, KVO), Decorator (Categories, Delegates) Facade Pattern, Delegation, Target-action, Class Cluster, Adapter, Memento (NSUserDefaults, NSCoding) Command Pattern (NSInvocation, Forward NSInvocation, NSProxy).**
* Experience in Creating & Maintaining Database objects like Tables, Indexes, Views, Synonyms, Object types & Collections.
* Ionic provides all the functionality which can be found in native mobile development SDKs
* In-depth knowledge of **MVC architecture, Cocoa design patterns** & **concepts like delegation, protocols & categories**.
* Experience in **Code signing, App Store submission, creating iTunes Store content & App release to App Store using Application Loader**.
* Worked on almost all basic **controls UiButtons, UITouch, UIImage, UILables, UISegmentedView, UIPickerView, UITextView, UITextField, UITableViewController, UIView Animations, CATransition, 3D Animations**.
* Expertise in creating and **custom UIViews, Customizing Views, Table Views, Tab Bars, Scroll Bars, Navigation Bars and Segmented Control** which are some basic functionality in a Multi-View Application.
* Good knowledge on **App Distribution (Ad-hoc, Drop box and Appaloosa-Store) and Deployment/Updates to App Store, Google Play and** their Guide lines.
* Tested the application for **memory leaks and relevant bugs, fixed the leaks, and deployed on different Smart phone firmware's** to validate the application stability.
* **Android Development Expertise**
* Extensive programming experience in **Android SDK based application development**.
* Hands-on experience supporting multiple versions of Android SDKs, screen resolutions and device types (Responsive design).
* Extensive experience in developing Android applications in Android studio and Android SDK based application development
* Expertise with **audio features, video features, graphics design, interactive design and animation.**
* In-depth knowledge of **Android framework, application development, memory management, audio-video codecs, and binary streaming as well as mobile application development using Titanium SDK**.
* Expertise in **SOA, Web services, XML Parsing, JSON, and Hybrid-app using Phonegap**.
* Proficient with common **Android framework APIs ( Location, Camera, Notifications, Map API).**
* Expert knowledge in designing and **developing adaptive UI components, widget for android phones, tablets using Notifications, Adapters, Content Provider, Services, XML Parsing, SQLite.**

Technical Skills

**Programming Lang.:** **Swift, Objective C, ASP.Net, C#, Java**, PL/SQL, C/C++

**IOS :** iOS 10.0 SDK, iOS 9.0 SDK, iOS 8.0 SDK, iOS 7.0, iOS 6.1, iOS 5.1, iOS 4.2.1 SDK

**Tools :** XCode 8.0/7.0/6.0, Instruments (Battery Consumption, Memory Leaks), Static Analyzer, Test Flight, App Loader

**IOS APIs & SDKs :** Facebook SDK, Twitter, Zbar, Google Maps, Parse, APNS, Core Data, Core Location, Blocks, Protocols, Location Based Services, MapKit, Storyboard, AutoLayout, Application Preferences, Accelerometer, Animations, Accessing Built in Application, Web Services, GCD, Cocoa, Cocoa Touch, Foundation Framework, UIKit Framework, Webkit, Four Square APIs, Interface Builder, NSOperation, NSCoding, ObjC Runtime, Accelerometer, Custom Frameworks, Static Library, Debug Logs, dysm Debug Symbolicate Crash Logs

**Hybrid Mobile APP Development:** PhoneGap, Titanium, Rhomobile, SAP UI5

**Android versions :** Android 7.0 (Nougat)/ 6.0 (Marshmallow)/ 5.x (Lollipop) / 4.x (Kitkat)

**Android Frameworks :** Android application lifecycle framework Activity, Services, Broadcast Receiver, Content Provider / Resolver, Notification Builder framework, Fragment, Drawer, Looper / Handler / Async Task Threading, Storage, Preferences, sqlite, 9 patch images.

**UIKit Framework :** TableView, Views, Buttons, NavigationControllers, TabbarController, UILabels, UIScrollViews, Segmented Control, TextFields, Progress View, Activity Indicator View, Stepper, Image View, Picker View, UIWebView, Gesture Recognizer.

**Mobile Testing Tools :** MonkeyTalk, MonkeyRunner, Appium, AndroidJunitRunner, Espresso, UI Automator, Frank, KIF

**Tags :** NSTimer, NSURLConnection, NSDictionary, PinCalloutView, KMLParser, MKCoordinateRegion

**Other API Integration:** Google Map, Google Charts, Yahoo UI Api’s, Adobe Spry

**Enterprise Java:** JSP/Servlets, EJB, ORM, JDO, JMS, Transaction API, JNDI, JMX

**Scripting Language:** HTML 5.0/4.0, XML, AJAX, JavaScript, JSON, JQuery-Mobile, Bootstrap, CSS3 / Java Script, JSP, PHP

**IDE :** XCode, Android Studio, Eclipse, MS Visual Studio 2017/2015/2012/2010, Eclipse - Juno/Kepler,

**XML Technologies :** XML, XSL/XSLT, XMI, XAML, DOM, XPath, SOAP, WSDL, DTD

**Networking :** IPv4, IPv6, JSON, NSURLConnection, CFNetworking, Socket Programming, NSStreams.

**Web Services :**  JSON, XML, REST

**Application Servers :** Apache Tomcat, Jetty, WebLogic, WebSphere, JBoss

**Source Control :** GIT, SVN, CVS, Clearcase, SubClipse,

**Databases :** SQLite, MS SQL Server 2012/2008, Oracle 12c/11g/10g/9i, MySQL, Mongo DB

* Inmemory DB: Apache Derby, HSQL, Java DBW
* Non relational DB – MongoDB with morphia API.

**Project Mgmt Tools :** Bugzilla, JIRA, Mantis, MS-Office, Visio, JIRA, Confluence

**Methodology :** Agile / Scrum, Unified Process, Extreme Programming, Software Patterns, IDP, Waterfall and TDD

**Operating Systems :** MAC OS X, iOS, Windows 8.x/7.0/Vista/XP, UNIX, LINUX, Red Hat enterprise, Ubuntu

**Standards & Trends :** Agile Programming, Test Driven Development (TDD), Service Oriented Architecture (SOA).

Software Development Lifecycle Expertise

* **Collecting Requirements** - Understand the client's requirements and document them properly in Software Requirement Specification document.
* **Analyzing** - Analyze client's requirements and check the feasibility of those requirements.
* **Architecture** - After finalizing the requirements, create the Architecture of the project and document it in the Software Design Document.
* **Development** - Develop and review artifacts (Code, Documentation).
* **Conduct code review sessions**. Perform unit tests and document unit test results in order to build the application and make it ready for Validation/Delivery.
* **Project Planning** - Planning the project by dividing the deliverables into milestones/sprints in order to deliver the project(complete) at agreed time with the client.
* **Testing and Reviewing** - Perform validation activities based on the plans, identification and validation of defects found (including UAT), reviewing of artifacts (Test Scripts, Documentation, Test Plans).
* **Client Management** - Handling clients by keeping pro-active approach in communication. Transparencies during the project help them better, in tracking the project.
* **Implementation** - Coordinating in Go-Live stage to help all the stakeholders of the project to submit a bug free and client approved app, live on App Store.
* **Production Support** - Respond in a pro-active manner to the issues raised in production environment and close them with the optimized solution within the agreed timeline and to ensure the availability of support as per the contract.
* **Transition** - Participate and prepare knowledge transfer sessions, documenting the understanding and take up the Primary.

PROFESSIONAL EXPERIENCE

**Northern Trust Corporation – Chicago, IL Jan 2018 - Present**

**Project-1: Private Passport**

**Role: Mobile Application Technical Lead (iOS & Android)**

**App Store Link:** <https://itunes.apple.com/us/app/private-passport/id560412613?mt=8>

**Google Play Link:** https://play.google.com/store/apps/details?id=com.ntrs.ecp&hl=en

Northern Trust has transformed traditional online banking into a broad online wealth management suite for all your accounts, all in one convenient place. Built for ease of use, Private Passport's tools accommodate those looking for simplicity as well as those with complex financial portfolios.

**Responsibilities:**

* Supporting existing mobile application in both Android & iOS platforms.
* Monitoring the user’s activities performance using Raptor.
* Checking Application crashlytics using Fabric.
* Working on developed code to minimize the complications.
* Handling the functionality issues in the application.
* Working Mobile Deposit Check scenarios.
* The only difference is that there are a few additional files added to the project, and you'll code the application's logic in TypeScript instead of JavaScript.
* Developing stored procedures in SQL Server.
* Compared to hybrid applications, mixing Ionic code with native mobile app code in PhoneGap.
* Using Perfecto Mobile as simulator to check application.
* Working with the Android SDK, and implemented Android Bluetooth and Location Connectivity components.
* Login and Signup pages are created for the user’s feasibility.
* Used BitBucket for version control of code for distributed revision control.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.
* In iOS mobiles, iPhone 6 is used in the simulator for testing the application.

**Environment:** iOS SDK, SWIFT 3.0, Android Studio, Android SDK, Xcode, iPhone, iPad, Ionic, Objective-C, Fabric, Raptor Monitoring Tool, Intoscope, Sitescope, TypeScript, Eclipse, XML, Gradle build, JSON, Custom Framework,

**Labby – Boston, MA Oct 2017 – Dec 2017**

**Project-1: Labby**

**Role: Mobile App Developer (iOS & Android)**

Labby is a suite of smartphone based devices that enable rapid, low-cost, lab quality testing of food, beverage and agro products using optical spectroscopy and cloud based analytics. Currently our product is capable of performing on-the-go beer and wine testing. The device consists of a pocket sized sensing unit that communicates the tests to a smartphone equipped with a companion app via bluetooth connection. At this stage, the following tests can be performed accurately:

Beer- SRM, IBU, pH;

Wine- Color tone, Intensity, Phenols, pH

**Responsibilities:**

* Developed a mobile application in both Android and iOS platforms.
* Designed and Implemented Views and Layouts for User Interaction.
* Created interface for android native and hybrid implementation.
* Used iCloud Core Data Storage to persist managed documents to the cloud.
* Integrated the third-party libraries using Cocoa Pods to implement various features.
* For in-memory data-structure store, used Firebase as Database, Cache, and Messenger.
* Implemented crashlytics using Firebase.
* Worked with the Android SDK, and implemented Android Bluetooth and Location Connectivity components.
* Login and Signup pages are created for the user’s feasibility.
* Used GIT for version control of code for distributed revision control.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.
* In iOS mobiles, iPhone 6 is used in the simulator for testing the application.

**Environment:** iOS SDK, SWIFT 3.0, Android Studio, Android SDK, Xcode, iPhone, iPad, Objective-C, Cocoapods framework, Firebase database, Android simulator, Iphone simulator, Notification manager, Geographical location, Authorization, Notification manager, XML, Gradle build, JSON, Custom Framework, HM 05, HM 10, Labby Sensor.

**Ellucian Inc – Nashua, NH Aug 2015 – Sep 2017**

**Project-1: Ellucian Mobile / Ellucian GO App**

**App Store Link:** <https://itunes.apple.com/us/app/ellucian-go/id607185179?mt=8>

**Google Play Link:** <https://play.google.com/store/apps/details?id=com.ellucian.elluciango&hl=en>

**Role: Mobile App Developer (iOS & Android)**

Ellucian Mobile provides institutions with highly customizable, easy-to-implement mobile solutions. Ellucian Mobile’s unified app with single sign-on lets users access what they need with speed and ease—while also enabling next-level features like push notifications, real-time registration, and tailored communications. Ellucian Mobile enables an entire mobile strategy with wide-ranging possibilities for customization, outreach, and messaging.

Ellucian Mobile helps institutions understand their users’ preferences and improve the mobile campus experience through built-in Google Analytics. Adoption and usage can be measured and tracked across all audiences; content tracking lets you measure and adapt content based on user demand; and ROI metrics provide a clear picture of your app’s value.

Ellucian Mobile/Ellucian GO Key features include:

* + - Native to iOS and Android supporting iPhones, iPads, Android devices
    - Supports Multimedia messaging, Google Analytics, Single sign-on access to external web applications.
    - Courses — Manage courses on the go by accessing course schedule and links to helpful resources, including class assignments.
    - Assignments – Available in the app, as a widget.
    - Registration — Search and register for planned courses wherever you are
    - Grades — Check midterm and final grades on the go.
    - Account Balance – Check your account balance and make a payment
    - Notifications — Stay informed with personalized announcements delivered right to your device
    - Library — Dig into the resources at your institution’s library
    - Maps — Know your campus like the back of your hand.
    - Directory — Find the faculty, staff, or student you need and call them right from the app
    - Events — Never miss another important event
    - Media – View videos or listen to audio
    - Social Media — Tie your school experience right into your social network

**Responsibilities:**

* Developed a mobile application in both Android and iOS platforms.
* Follow up with Agile and scrum methodologies in the project implementation.
* For Android platforms, used Android Studio as IDE and JSON language to build the application.
* For iOS platforms, used Xcode as IDE and Swift, Objective-C languages to build the application.
* Designed and Implemented Views and Layouts for User Interaction.
* Created interface for android native and hybrid implementation.
* Performed the UI for the application to support both the portrait and landscape modes.
* Worked on Loaders to asynchronously loading of data.
* Used queries and stored procedures to store the data in database.
* Implemented Core data for persistent storage of user data.
* Took care of Code Review, Code Fixes, and bug Fixes.
* Used Android JUnit extension to prepare test cases.
* Worked on android marshmallow for runtime permission.
* Developed the code in object oriented manner for better code reuse and created the client codes.
* Improved the application performance by detecting memory leaks using DDMS.
* Used GIT for code repository and maintaining current and historic versions of the source code.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.
* In iOS mobiles, iPhone 6S plus used in the simulator for testing of the application.

**Environment:** iOS SDK, SWIFT 3.0, Android Studio, Android SDK, Xcode, iPhone, iPad, Objective-C, java, Cocoapods framework, Firebase database, Android simulator, Iphone simulator, Notification manager, Geographical location, Authorization, Notification manager, XML, Gradle build, JSON, JQuery, JQPlot, Custom Framework, Core Location, Instruments, CFNetworking, Categories, Delegates, Secondary Thread, Run Loops, Multithreading-GCD, Java Script, Backgrounding, Android Junit, Restful API, GIT, Android Debug Bridge (ADB), Systrace.

**Project-2: Parking Tracker**

**Role: Mobile App Developer (iOS & Android)**

A hybrid mobile application which is used to detect vacancies in the parking lot using Estimate Beacon sensors. Sensors are located in the parking lot to monitor vehicle movement, and the application will report the parking vacancies.

**Responsibilities:**

* Developed a mobile application in both Android and iOS platforms.
* Designed and Implemented Views and Layouts for User Interaction.
* Created interface for android native and hybrid implementation.
* Designed the application and developed Design documents, Coding, Testing and Implementation for the application.
* Used iCloud Core Data Storage to persist managed documents to the cloud.
* Integrated the third-party libraries using Cocoa Pods to implement various features.
* For in-memory data-structure store, used Firebase as Database, Cache, and Messenger.
* Worked with the Android SDK, and implemented Android Bluetooth and Location Connectivity components.
* Estimote Beacon sensors are used for the Bluetooth signals.
* Cocoapods framework used for the dependencies.
* Worked on Low Energy Bluetooth for interconnectivity with phone and other smart devices.
* Added Estimate SDK framework and Beacon manager to the application for receiving Bluetooth signals values from Beacon sensors.
* Used services, Alert tasks and Alert Notification API to implement event reminder feature into the mobile app.
* Assigned a Geographical location to all the beacon sensors in the Estimate application to use the location services.
* Login and Signup pages are created for the users feasibility.
* Mentioned the Number of Parking slots available in the parking lot.
* Monitoring traffic of all the beacons using their Unique Identifier and Release values (Giving push notifications like ‘Enter’ and ‘Exit’ notification).
* Used GIT for version control of code for distributed revision control.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.
* In iOS mobiles, iPhone 6 is used in the simulator for testing the application.

**Environment:** iOS SDK, SWIFT 3.0, Android Studio, Android SDK, Xcode, iPhone, iPad, Objective-C, Cocoapods framework, Firebase database, Android simulator, Iphone simulator, Notification manager, Geographical location, Authorization, Notification manager, XML, Gradle build, JSON, Custom Framework, Core Location, Instruments, CFNetworking, Categories, Delegates, Static Analyzer, Battery Consumption, Secondary Thread, Run Loops, MultiThreading-GCD, Java Script, Backgrounding, NSStreams, NSURLProtocol, Encryption, Decryption, CoreLocation, MapKit, Storyboard, Ad-Hoc Distribution, Appstore Distribution, Schemes, TestFlight, Application Loader, Auto Layout, Remote Notifications, Encryption/Decryption, Estimote SDK framework, Beacon sensors, Low energy Bluetooth, GIT, ADB, Restful API.

**Project-3: Ellucian Live Mobile App**

**App Store Link:** <https://itunes.apple.com/us/app/ellucian-live-2017/id1197416957?mt=8>

**Google Play Link:** <https://play.google.com/store/apps/details?id=com.geniemobile.app5805255177273344&hl=en>

**Role: Mobile App Developer (iOS & Android)**

The Ellucian Live mobile app provides access to all the information one needs to navigate the Ellucian conference. Get session updates, build your schedule, view speaker bios, search for exhibitors, check hotel and convention center floor plans, view the shuttle schedule, fill out the session surveys, and more.

**Responsibilities:**

* Developed a mobile application in both Android and iOS platforms.
* Designed and Implemented Views and Layouts for User Interaction.
* Created interface for android native and hybrid implementation.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.

**Environment:** iOS SDK, SWIFT, Android Studio, Android SDK, Xcode, iPhone, iPad, Objective-C, Cocoapods framework, Firebase database, Android simulator, Iphone simulator, Notification manager, Geographical location, Authorization, Notification manager, XML, Gradle build, JSON, Custom Framework, Core Location, Instruments, CFNetworking, Categories, Delegates, Static Analyzer, Battery Consumption, Secondary Thread, Run Loops, MultiThreading-GCD, Java Script, Backgrounding, Restful API, ADB.

**Project-4: Chatty Mobile Messenger App**

**Role: Mobile App Developer (iOS & Android)**

Chatty is a native XCode project, Swift language, Storyboard, Universal, easy to customize, backend with Parse SDK hosted. Chatty is a Universal App Template for public chats. Users can send text, audio, video and image (including stickers) messages, favorite chat messages into the Settings screen, update their profiles and set chat wallpaper. You can block/unblock users by swiping a user’s cell left and tap the Block/Unblock button.

This is messenger application used for chatting between one-to-one and group of people. Push notifications are used in the application to show notifications when the messages are received.

Chatty Messenger App features:

* + - Follow and unfollow channels directly out of Chatty.
    - Multimedia support - Send video, audio, image, sticker or text messages.
    - Integration with Facebook messenger for chatting with Facebook friends.
    - Connect with OAuth for secure access
    - Nick colors, emoticons, user icons.
    - Message Highlighting, Message Ignore System.
    - Get notified when channels you follow go live and view a list of live streams.

**Responsibilities:**

* Developed a mobile application in both Android and iOS platforms.
* For Android platforms, I used Android Studio as IDE and JSON language to build the application.
* I used Firebase as the database storage for the messages.
* Implemented authentication service in firebase for signing into the application.
* Created signup and login screens for the users to sign up and log in to the application.
* For in-memory data-structure store, used Firebase as Database, Cache, and Messenger.
* Used queries and stored procedures to store the data in database.
* Wrote code for the messaging screens.
* Added feature to upload images and videos in the chat.
* Added feature to save conversation.
* Performed authentication and backup services in firebase.
* Build a gradle for the application.
* Monitored usage chat of the application.
* Ran performance test of 100 people in a group chat.
* Performed debugging test.
* In Android mobiles, Nexus 5X used in the simulator for testing of the application.
* In iOS mobiles, iPhone 6S plus used in the simulator for testing of the application.
* Manage code signing, app store submission, create iTunes Store content and release the app to the App Store.

**Environment:** iOS SDK, SWIFT 3.0, Android Studio, Android SDK, Xcode, iPhone, iPad, Cocoapods framework, Firebase database, Android simulator, Iphone simulator, Notification manager, Geographical location, Objective C, Swift language, Android XML, Android simulator, Iphone simulator, Authorization, Notification manager, XML, Gradle build, JSON, Custom Framework, Core Location, Instruments, CFNetworking, Categories, Delegates, Static Analyzer, Battery Consumption, Secondary Thread, Run Loops, MultiThreading-GCD, Java Script, Backgrounding, Encryption, Decryption, CoreLocation, MapKit, Storyboard, Ad-Hoc Distribution, Appstore Distribution, Schemes, TestFlight, Application Loader, Auto Layout, Remote Notifications, Encryption/Decryption.

**TuneUp Online Services Pvt Ltd Jan 2014 - Jul 2015**

**Role: Mobile App Developer**

**Project: OhoShop eCommerce Mobile App**

Developed complete mobile E-Commerce OhoShop Platform based app for iOS and Android shopping carts. This allows you to take orders through mobile phones, promote freely through social media, print media or any other means, send push notifications, create engagement and increase sales.

**OhoShop eCommerce App Modules/Features:**

* + QR Code Module: Promote QR code on print media like Pamphlets, Business cards, Flyers, or any newspaper ad to increase sales of a particular product or a category. QR code also can be promoted on social media channels like Facebook, WhatsApp and twitter.
  + Push Notification: This unique feature allows to raise alarm to customers about the latest offers, discounts and deals leading to the increase in engagement as well as conversion ratios.
  + Deep link: Deep link redirects the customer to a product, a category, a form or a content page of the app.This link can be promoted on various social medias, print medias integrating it with QR code and many other ways.
  + Discounts and Coupons: An amazing way to increase the traffic on your app and promote sale with the exclusive offers. If used strategically, can drive revenue to a great extent and also increase the loyal customers.
  + Buy Now Button: With direct BUY NOW button, one can avoid lengthy checkout process, user can directly pay and buy the product.
  + Online payment Gateway: Support for leading Payment gateways.

**Responsibilities:**

* Follows agile process and scrum methodology.
* Used Android Studio as IDE to develop the application in Android platforms.
* Used Xcode as IDE to develop the application in iOS platform.
* Used Android Studio as IDE to develop the application in Android platforms.
* Create wireframes / application mockups / design assets using Illustrator, Photoshop, Sketch, etc.
* Followed the MVC design pattern during the development phase.
* Designing generic UI for iPhone/iPad, Android and Business Logic in terminal (client) side which consumes web service.
* Performed the UI for the application to support both the portrait and landscape modes.
* Developed the framework using class cluster pattern for codebase that handles se-cure communication.
* JSON based parsing response used for AFNetworking.
* Used android Marshmillow for runtime permission.
* In Android Mobiles, Nexus 5X is used in simulator for testing the application.
* In iPhones, iPhone 6 is used in simulator for testing the application.

**Environment:** Android Studio, Android SDK, XML, User Interface design, Android Framework APIs (GPS, Camera, Notification), Java, Vision barcode API, JSON, Rest API’s, UI Animations, DDMS, Dreamweaver), Object Oriented Design, Genymotion emulator, Virtual Machine, Multitasking, LogCat, CSS 3, Javascript, Adb Shell, AFNetworking, Firebase.

**Client: EdPlace Ltd Nov 2012 - Dec 2013**

**Role: iOS Developer**

**App Store Link:** <https://itunes.apple.com/in/app/edplace-english-maths-science/id964404645?mt=8>

**Project: EdPlace**

EdPlace offers education tools designed specifically to assist parents in their child’s learning. With 3000+ automatically marked and tracked worksheets, you can be confident you're helping in the right way, at the right time.:

EdPlace App FEATURES:

* + - - 3000+ education worksheets in English, maths and science
    - - Suitable for children aged 5-16 (Key Stages 1-4)
    - - 100% aligned to the 2014/2015 National Curriculum
    - - Created by qualified education professionals.
    - - Fully tracked progress reporting
    - - Automatically assigned content based on performance
    - - Students earn points and badges, keeping them constantly engaged
    - Activate cards for overseas usage
    - Check account balances, View transaction history

**Responsibilities:**

* Follows agile process and scrum methodology.
* Create wireframes / application mockups / design assets using Illustrator, Photoshop, Sketch, etc.
* Designing generic UI for iPhone/iPad, Android and Business Logic in terminal (client) side which consumes web service.
* Developed the framework using class cluster pattern for codebase that handles se-cure communication.
* Upgraded the code to use BigInteger for mobile.
* Created in app server and Proxied the NSURLRequests to go through this in-app server.
* Implement designs by writing clean, modular and maintainable Swift, Objective C / C code in Xcode.
* Worked on socket programming, CFNetworking for iOS, NSURLProtocol, Runloops, CFHTTPMessage, NSStreams.

**Environment:** Xcode 6.0/5.0, iOS 6.0/7.0 SDK, SWIFT, Objective C, iPhone, iPad, Android SDK, JSON, JQuery, Custom Framework, Instruments, CFNetworking, Categories, Delegates, Static Analyzer, Battery Consumption, Secondary Thread, Run Loops, MultiThreading-GCD, Java Script, Backgrounding, JSON, Protocols, NSURLConnection, CFNetworking, Storyboard, Appstore Distribution, Schemes, TestFlight, Application Loader, Auto Layout, Remote Notifications, Encryption/Decryption

**Srikanth Technologies Ltd Jan 2012 - Oct 2012**

**Role: Mobile App Developer**

**Project: Class Scheduler**

Class Schedule keeps your student life organized! This app will not only keep you informed about upcoming classes, but also reminds students of exams and unfinished homework. The main feature of My Class Schedule is its timetable that shows your schedule for any particular day or week.

EdPlace App FEATURES:

* + - Color-coded timetable and Scheduler
    - Classes - Manage classes, create to-dos & reminders, and stay on top of assignments.
    - Study Tools - Keep track of study sessions and build effective study habits with study timer.
    - Timetable Sharing - See when friends are in class and free.
    - Notifications for upcoming homework, exams and classes
    - Cloud Backup & Cross-device Synchronisation.
    - Fully tracked progress reporting
    - Students earn points and badges, keeping them constantly engaged

**Responsibilities:**

* Follows agile process and scrum methodology.
* Create wireframes / application mockups / design assets using Illustrator, Photoshop, Sketch, etc.
* Designing generic UI for iPhone/iPad, Android and Business Logic in terminal (client) side which consumes web service.
* Developed the framework using class cluster pattern for codebase that handles se-cure communication.
* Used Eclipse as IDE to develop the application.
* This application displays the list of all Batches in the institution.
* We can add new batch in the institution.
* Updating and Deleting an existing batch.
* Displays the list of all classes.
* We can Cancel a class and add a new class after the last class.

**Environment:** Eclipse IDE, Android SDK, Java, JQuery, XML, User Interface design, Android Framework APIs (GPS, Camera, Notification), UI Animations, Eclipse, DDMS, Dreamweaver), Object Oriented Design, Genymotion emulator, Virtual Machine, Multitasking, LogCat

**Mobile App Skills:-**

* In-App Purchase
* Social Integration
* HTML 5 implementation
* Core locations and GPS
* Apple Push Notifications
* Google API for Analytics
* UITabBar and UINavigationBar
* Camera Imagery / Photo Library
* Experience in Game Development
* Urban Airship Push Notification
* Implementation of graphical charts
* Interface Builder for UI Designing
* MapKit (Google Maps) / Location API
* Dynamic Systems using self-Design without IB
* Sending In app Email MFMailComposeViewController
* Communication with Web sites using JSON and SOAP
* Developed Magazines, Hospitality, Utilities Applications
* Worked on Chat apps like WhatsApp, Health & fitness apps.
* Handle Web Services using JSON Parser, NSXML Parser and TouchXML
* Data Persistence (Setting Preferences/pLists/SQLite 3.0/Core Data)
* Facebook API for Authentication, Wall Posts, Sharing, comments etc.
* Audio/Video ( AVFoundation & MPMoviePlayerController & Video Play back)

EDUCATION:

* Masters Degree in Computer Science, Rivier University, Nashua, NH, 2017
* Bachelor of Science in Computer Science Engineering, JNTU University, 2013