**Sushant Ubale Sr. iOS Developer**

PROFESSIONAL SUMMARY:

Accomplished professional with 8 years of Software Developmentexperience as an IOS developer in User Interface applications, integrating with various Databases and Client-Server applications in iPhone/iPad, iOS application development using objective-C, Cocoa Touch, UIKit, Swift in various versions of Xcode.

* Excellent Cocoa/Cocoa Touch and Objective-C coding ability with **Xcode** for **iOS**(iPhone/iPad), **MacOSX** Development and ISTCF framework in Object Oriented Design Principles(**OOD**&**OOP**).
* Experienced in **Native Mobile Application development and Hybrid Mobile Application** with Social Media platform integrations such as Facebook, Twitter, and Google+ with Oauth token handling; and Creating HTML files for iOS Message Controller to share URLs and formatted text.
* Experience working with **UX** design for mobile, wire frames, illustrations, prototyping.
* Extensive experience Consuming **REST**/**SOAP** Web Services and **APIs**.
* Worked extensively on relational databases and data modeling.
* Worked with RSS News feed integration with custom **UI** components and social sharing features; Also worked on Core Graphics and Animation
* Extensive experience in iPhone & iPod Touch application development.
* Expertise in iPad application development.
* Worked extensively on **XCode**, Interface Builder and Instrument.
* Experienced in Mobile Application Development using **UIKit**, Core Foundation with Cocoa touch and with OpenGL ES.
* Worked with **QT** Framework 5.0 in creating .pro files and deploying to **Xcode** Project.
* 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.
* Proficient in source control with **Git**, **SVN**.
* Knowledge of Object Oriented Concepts and good development experience in using those concepts in building re-usable code.
* Knowledge on Salesforce Mobile **SDK**.
* Experience working with in-app purchase application for the iPhone/iPad along with distinct marketing based applications enhancing sharing through social networks and email.
* Experience in Web Applications including Mobile Development Life Cycle (SDLC) mobile testing app requirements and specifications, design, construction, testing, and maintenance.
* Having good Knowledge on Store kit Frameworks.
* Adept knowledge in **HTML4**/**HTML5**/**JS**/**JQuery**/**CSS**. Also worked with AngularJS as a part of **HTML**.
* Proficient knowledge of Programming Experience using Objective-C and Swift.
* Experienced in working with data parsing forms such as X**M**L and **JSON**, to dynamically display data on iPhone/iPad.
* Having hands-on experience with Core Animation as a part of mobile app development.
* Knowledge on **PHP** frameworks such as Code igniter and Cake PHP and Node.JS.
* Proficient in programming languages such as **ASP**.**net**, **HTML5and** JavaScript.
* Extensive experience in working with Cascading Style Sheets (C**S**S).
* Strong commitment to organizational work ethics, value based decision-making and managerial skills.

TECHNICAL SKILLS:

|  |  |
| --- | --- |
| **Programming Languages** | Objective-C, Swift, C, C++, C#, Java, Embedded C, ASP.Net  Scripting Languages VBA, UNIX Shell Script, DOS Script, HTML, JavaScript, JSON  IDE's / SDK's Xcode, Visual Studio, Eclipse, Android SDK, Keil |
| **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 |
| **Mobile Operating Systems** | iOS 4, iOS 5 , iOS 6 , iOS 7, iOS 8, iOS 9(recently opted), Windows CE, Windows Mobile, Android |
| **Operating Systems** | Mac OSX 10.5, 10.6, 10.7, 10.8, 10.9, 10.10, 10.11 (recently opted) Unix/Linux, VxWorks, MS-DOS, Windows 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 Pattern** | MVC, Scrum method of Agile, V-Model |

PROFESSIONAL EXPERIENCE:

**Internet Brands Los Angeles, CA Sr. iOS Developer Feb 2016 – Present**

**Responsibilities:**

* Worked directly with Design and Product teams in achieving Business requirements for application. Understood and converted Functional Requirements into Technical Design.
* Maintaining, fixing bugs, deploying and in process of releasing version 1.15 (successfully released 2 versions in last 4 months) of the application called, ‘vBulletin Community Forum’
* Worked on Agile based development model.
* Worked extensively with **Objective** C, **Swift** and **Cocoa** frameworks.
* Developed an application to client specs for internal corporate use.
* Used **IB** for Multiview-architecture in **XIB** using auto layouts, and customizing it using code.
* Created the complete database using core data.
* Collaborated with an offshore designer to create client approved Graphics for the application.
* Developed critical tools for this project like customized navigation bar, page control and scroll view.
* Designed the complete MVC flow for the application with UI components and controllers to be used for iPhone.
* Worked extensively on table view controller and made customized table view cells according to the client
* Used RESTful JSON web services to communicate with the server. Used JIRA software for all issue and ticket tracking.
* Implemented Accessibility and Localizations on the application.
* Profiling of the application.
* Reported progress/challenges to onsite project lead.

**Environment:** iOS 8 iPhone SDK, Objective-C, Swift, Xcode 6, Interface-Builder, Apple Maps, Core location, Cocoa Touch, UIKit framework, MVC architecture, Map kit framework, RESTful JSON web services.

**Union Bank Los Angeles, CA**

**iOS Mobile Developer Sep 2014 – Jan 2016**

**Responsibilities:**

* Responsible to work on E\*Trade Mobile Pro version 3.2, It is a financial application for the customers who are interested in buying and selling stocks.
* Used Xcode 7.3, 7.3.1. 8.0, 8.2.1 to build the application for iPhone, iPad and Apple Tv and worked extensively on swift 2.1, 2.2, Cocoa Frameworks, Location service Framework.
* Working as a Software Developer, responsible to work on various parts of the application and adding new functionality to the application.
* Redesigned Quotes detail section, Quotes Chart for Quotes section and Set Alert section for quote symbol types.
* Added new Mini Quote Chart to display Quick Overview of 52 weeks period of data and added touch functionality to Mini Quote Chart, so user can zoom the chart and can see Chart’s big picture.
* Built user interface using Interface Builder as well as programmatically, did batch testing and fixed defects during **QA** testing.
* Redesigned the User Interface (UI) for Market Overview Section and redesigned Dashboard Chart by displaying all three symbols (**NASDAQ**, **DOW** and **S&P500**) on the same graph plot at Application Dashboard.
* Redesigned the Market section and added new Future Index Section to display Future Market Price of **NASDAQ**, **DOW** and **S&P500** symbols after closing the Market.
* Created bar chart and line chart for account and portfolio section using third party library Core Plot and provide user interaction (show the values with months and year and comparison of line chart with **NASDAQ**, **DOW, S&P500**) to the charts.

**Environment:** Objective C, Xcode, iOS, Cocoa, JSON, JSON Parser, IB, Core Plot.

**Target Minneapolis, MN**

**iPhone Application Developer Mar 2014 – Aug 2014**

**Responsibilities:**

* Involved in developing **HTML**, **CSStemplates**.
* Worked extensively with Objective-C, **XCode** and JSon for the application at hand.
* Used custom search bar controller to search for items and used custom predicates to filter the results according to user preferences (scopes).
* Worked extensively with Swift 2.0 and Cocoa frameworks.
* Built on Swift 2.0  but some reusable components, which were developed with Objective-C, are integrated using bridging headers for future product release.
* Used Photoshop **CS4** for image editing purposes.
* Used Z barcode for search products using barcode and QR Codes.
* Used **UI** Tap Gesture Recognizer to interact with user inputs.
* Created Custom **UI** Views, custom Table Views and custom Table View Cell for user interface.
* Implemented custom **UI** Tab Bar Controller &**UI** Navigation Controller 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.
* Used Storyboard.

**Environment:** IOS 6 (iPhone SDK), Objective C, XCode 4.1, Cocoa, Cocoa Touch, Cocoa framework, IPhone Simulator 4.3, Storyboard, , XML Parser, Cocoa, Cocoa Touch, Cocoa framework, JSON, SQLite3 and core data.

**Spark People Sunnyvale, CA**

**iOS Developer Jan 2012 – Feb 2014**

**Responsibilities:**

* Implemented Core Data for persistent storage of user data.
* Created models in **MVC** and development of delegates for updating model information.
* Created of various views, table views, customized views and popovers.
* Redesigned several screens including default application landing screen as per newer wireframe.
* Created custom checklist and sharing them with selected app users by calling web services through **JSON** libraries and connecting to **SQLite** database with the objective C interfaces.
* Created of notifications to detect the autorotation in the customized sub views.
* 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.
* Took care of Code Review, Code Fixes and bug Fixes.

**Environment:** iOS , Objective C, Xcode , Cocoa Touch, Cocoa framework, JavaScript, JQuery, Map Kit, Core Location, and AV Foundation.

**Miracle Infotainment India**

**iOS Developer Apr 2010 – Sep 2011**

**Responsibilities:**

* Design and development of AgVerdict mobile application through **iOS** 8, deployed in iPads and iPhones
* Primary involvement in online (server side) and offline (using HTML) report generations
* Usage of business logic and View Controllers in additional functionalities including UI designs for adding Recommendations and Application events
* Implementation of “**ReportOptions**” screen displaying customizations for offline reports
* Display of pre-downloaded data from Master Data using Core Data framework in picker views in offline mode
* Analysis and debugging of **JSON** response from the server and populating the data to the UI
* Customizing the Data model to accommodate changes from the JSON response
* Performing the quality assurance of the application by reporting the issues to the development team
* Assisting the team with the transition onto **Swift 2.0** through **Xcode 7.0**
* Coordination with cross-functional teams for end customer support and bug fixing

**Environment:** iOS 9, Objective-C, Xcode 7.2, Mac OS X El Capitan 10.11.2

**Anuva Technologies India iOS Developer Oct 2008 – Mar 2010**

**Responsibilities:**

* The application provides immediate access to the **HAP** Health Library to make it more user-friendly
* Utilized the Core Location framework to access the GPS of the device to locate nearby hospitals and doctors
* Used **UIKit** and UI Device to add a dial feature in the app which makes a call with a click
* Accessed the UI Image class to store images of user’s recent ID card and spouse’s ID card which are easily accessible on-the-go
* Implemented **JSON** to get display the items on the respective views.
* Implemented Custom Table View and core Graphic library to have better user app experience
* Created developer test and fixed bugs to meet client specifications and standards
* Worked on push Notifications(UI Alert and UI Application) sent from server for new Alerts
* Designed the registration screen of the application where the user can enter the member ID, Date of Birth and other login credentials

**Environment:** iOS 6.1, Xcode5.1, JSON parsing, UIKit and Foundation Frameworks

EDUCATIONAL QUALIFICATION:

Bachelors of Engineering in Computer Science