

--IOS MOBILE DEVELOPER--

QUALIFICATIONS PROFILE

Performance-focused and highly analytical professional, equipped with hands-on experience within the field of computer science, encompassing software engineering, as well as mobile and web application development to support business development initiatives

Additional qualifications include:

- 7+ years of software experience in **SDLC process** and **Agile Methodologies**.
- Highly proficient in programming languages – **C, Swift – 2/3.x/4.x, Objective-C**, Java and JavaScript.
- Expertise in developing iOS Mobile application development using **Objective-C, Swift and Cocoa Touch Frameworks**.
- Experience working as **Lead Software Engineer** and **Senior Mobile iOS Developer**.
- Successful involved and built numerous projects at all aspects from inception to production phase.
- Experience working with Retail Industry, Health and Research , Bluetooth peripheral applications
- Equipped with hands-on experience in database programming through various programming languages
- Effective in establishing relationships and worked collaboratively with graphic design leads, UI/UX Team, project manager, and clients to effectively develop applications

AREAS OF EXPERTISE

iOS Mobile Application Development
Object-Oriented Technology
Web Programming

Mathematical Models
Algorithm Implementation
Database Design and Development

TECHNICAL ACUMEN

iOS: Native Cocoa Touch app development using Objective-C, Swift, Ansi, C, C++

Programming Languages: Swift, Objective C, C, C++, Java, Python, MATLAB

Mobile Development: Swift-2/3.x/4.x, Objective-C, X-Code-8/9/10, Android SDK, and Phone Gap

Front-end: HTML 5, CSS 3, JavaScript, jQuery, Ruby on Rails, Bootstrap, and PHP

Database and Backend: Oracle, SQLite, MySQL, Parse, Firebase, and AWS

Tools and Server: GIT, SVN, GitHub, Bitbucket, Source Tree, Jenkins, Apache, Postman, Appium, MAMP PRO, WordPress

Others: Node.js, Angular 2, React.js, Spring MVC, JSP, and Servlets

Design Patterns: MVC, Singleton, Notification, Blocks, Delegation, Facade, and Extensions

JS Visualization Libraries: Heat maps, High Charts, D3.js, Amcharts, Raphael, Highcharts, Maps, three.js, awe.js, AR.js

iOS Frameworks: UI Kit, Views and Auto Layouts, ARKit, Cloud Kit, GCD, Concurrency Operations, Time Profiler, Map Kit, Speech, AV Foundation, Core Data, Core Location, Core Graphics, Social, XC Test, UI and Performance Test, Printer, Alamo Fire, Networking, Encode and Decode, User Defaults, SDWebImage, QuartzCore, Crashlytics, Logger, New Relic, Scanner, Core Bluetooth(BLE), Core Graphics, Appkit, Core Motion, Localization, Location Attribute Services, Keychain, Encryption, IPA Package Archiver, Gradle, Pod component builder, Camera, Peripheral Integration

PROFESSIONAL EXPERIENCE

GAP INC, SAN FRANCISCO, CA

Employer: CA One Tech Cloud Inc

Mar 2019 – Till Date

- Complete understanding of GAP Retail Industry application
- Project management was done through JIRA, which includes user-stories and bugs; took care of pull requests.
- Identify and resolve issues in a timely manner for gap mobile applications, **InStock and Back of House Mobile App**
- Worked on workflow issues in accordance with new stories and bugs reported from business requirements
- Use Source Tree and Git for source code management
- Configure Jenkins pipeline to deploy application updates in timely manner
- Worked on building and deploying applications to Gap Inc App Store
- Work closely with Store Inventory Management Teams
- Build exclusive Gap Framework and pod creation for iOS Mobile applications
- Worked extensively with **Swift 4.x, Objective-C, Core Data, Cocoa Touch Frameworks, MVC models**
- Writing Unit Test, UI Test, Performance Test, fixing app crashes and bugs on priority basis
- Following GAP Mobile App Standard reviews and managing app certifications
- Develop and worked on the REST and Cloud Services Framework in business logic layer to simplify complexity of application

Environment: Swift 4.x, Objective-C, X-Code, Mac OS X, Shell Script, C, CoreData, Unity, Dbeaver, MySQL, JIRA, Postman, JavaScript, Hive, Git, Source Tree, Swift Lint, Jenkins, Invision, New Relic, Printer, Scanner, Camera, Peripheral Integrations

WALMART, BENTONVILLE, AR

Employer: Cognizant, Bentonville, AR

Sep 2017 – Feb 2019

- Identified and resolved issues in a timely manner for global walmart store mobile applications
- *Worked on implementing and automation of Retail Core Technology Project*
- Took charge of working with database updates, including Swift, Objective-C, Oracle DB, Java, JIRA, ATOM, Postman, Apache Solr, Apache, Product Information Management (PIM)
- *Project management was through JIRA, assigned user-stories/bugs to other developers and took care of pull requests.*
- *Co-ordinated off-shore and on-site developers to manage work assignments*
- Used Source Tree Application (GitHub) for source code management
- Worked with Catalog and DataOps Team to maintain e-commerce mobile applications
- Worked on **Augment reality** domain, core team member on building the app architecture
- Complete understanding of Augment and Virtual reality application of e-commerce retail market
- *Worked extensively with **Swift 4, Objective-C, Vuforia, AR Kit 2 and Cocoa Touch Frameworks***

Environment: Swift 4.0/3.x, Objective-C, X-Code 9.x/10.x, iOS 10.x, ARKit, CoreData, Unity, Awe.js, AR.js, three.js, Vuforia, Shell Script, JIRA, ATOM, Postman, Node.js, JavaScript, HIVE, REST, Web Services Framework, SPARK, Kafka, XML, XSD, Maven, Java/J2EE, MySQL, Cassandra, Crashalytics

INFINITE KEY, HOLLAND, MI, USA

May 2017 – Aug 2017

- Made use of phone as a key technology product for home appliances, replacing key fob and work station systems
- Maintained proactive participation in Agile and Scrum meetings to ensure the efficiency of product details
- Proactively performed micro-locating algorithm for simulation in OS X and Linux environments
- Held responsibility for the development of Ruby and JavaScript to run embedded environment and built tool configurations for OS X and Linux systems
- Beta testing of the application via test flight.
- Designed and Developed the Mobile Application using Swift
- Profound knowledge on iOS application and framework development using Objective-C, Swift and Cocoa Touch frameworks
- Experience working with geo fences, iBeacons, region monitoring, indoor navigation and Blue tooth technology
- Contributed to the creation of iOS mobile application in IoT and phone through Swift, Objective-C, AWS and Jenkins
- Distributed application through test flight and Apple App store, distributed enterprise app through Densco
- Used Jenkins to achieve Integration and Continuous deployment
- Used Agile tools like JIRA for Bug Reporting, Regression Testing, User Acceptance testing (UAT) and production builds test cycle for delivering effective product
- Used Source Tree Application (GitHub) for source code management
- Proficiency with memory management: Manual Reference Counting (MRC) and Automatic Reference Counting (ARC)
- Used Grand Central Dispatch (GCD), NSOperation queues for implemented complex multi-threaded features on the application and NSJSONSerialization to retrieve data from server using RESTful web services.
- Wrote unit tests (XCTests) and created bots to automatically identify defects in code and performance regressions.

Environment: Swift 3.x, Objective-C, X-Code, C, Ruby, JavaScript, Mac OS X, Linux, Cocoa Touch Frameworks, BLE, IOT, Sensors, XC Tests, Geo fences, iBeacons, Region monitoring, Indoor navigation, Blue tooth technology, Jenkins, XC Tests, GCD, NSOperation Queue, MRC, ARC, UAT

GRAND VALLEY STATE UNIVERSITY, GRAND RAPIDS, MI, USA

Jan 2016 – Apr 2017

App Links:

<https://itunes.apple.com/ph/app/summer-ub/id1208559481?mt=8>

<https://itunes.apple.com/us/app/gvsu-laker-mobile/id357181244?mt=8>

- Developed iOS mobile application for Upward Bound Staff from conceptualization to implementation
- Worked closely with staff members and performed requirement analysis
- Developed conceptual designs to prototypes and implemented systems into new code
- Co-ordinated and worked with different application team at various levels for end-to-end integration of projects
- Developed universal mobile application for iPad and iPhone
- Created and implemented iOS mobile application using Swift 3.x, Objective-C, X-Code 9, Mac OS, C, Firebase, JavaScript, Bootstrap and AWS

- Worked with Objective-C and Cocoa Touch frameworks – CoreData, UIKit, CoreText, CoreGraphics, NSURLConnection, Message UI frameworks for the function implementation
- Demonstrated keen understanding of app store guidelines and published app in app store
- Developed critical tools for this project like customized navigation bar, page control and scroll view
- Pre-fetched data at different views for smooth screen transition
- Streamlined several core level features like calendar events, contact invites, event schedules, tracking attendance and reporting system
- Used BitBucket for source code management and revision control system
- Worked with UIKit Framework for development and maintenance
- Integrated reminders to create new qr code and take time to record event either hourly, daily or weekly

Environment: Swift 3.x, Objective-C, X-Code 9, iOS 8 SDK, Mac OS, C, Firebase, Bootstrap, Ruby, JSON, Cocoa Touch Framework, Agile Development, Ruby, JavaScript, RESTFUL API, Bootstrap, CoreData, UIKit, CoreText, CoreGraphics, NSURLConnection, Message UI frameworks, Navigation bar, Page controller, Scroll View, BitBucket

RETISENSE, BENGALURU, INDIA

Sep 2014 – Nov 2015

App Links:

<https://itunes.apple.com/in/app/stridalyzer/id975451987?mt=8>

- Drove key efforts toward product development from conceptualization to deployment
- Worked with a team of four to develop and publish mobile application into app store
- Managed product development and execution, including Stridalyzer an IoT-based application, fitness tracker, Bluetooth Low Energy (BLE)-based products
- Earned promotion to lead software engineer for excellent performance and professionalism
- Initiated iOS mobile application for runners through Swift, Objective-C, Xcode, iOS 8 SDK, Mac OS, JSON, Cocoa Touch Framework, Agile Development and Parse
- Trained in delivering high quality RESTFUL API's with NOSQL databases like Parse and Amazon AWS
- Developed both iOS app and backend, by improving performance and reducing resource consumption
- Facilitated the evaluation of bio-mechanical mathematical models for fitness tracker
- Expertly handled Agile projects by conducting meetings to ensure efficiency of product
- Attained knowledge in IOT and sensors
- Established communication between sensors and mobile application
- Used BitBucket for source code management and revision control system
- Developed iOS App Cocoapods through Ruby and Javascript
- Created a responsive web portal to generate dynamic web reports for runners through JavaScript and Bootstrap
- Spearheaded the integration of third-party application programming interface (APIs), frameworks, and libraries

Environment: Swift 3.x, Objective-C, X-Code 8/9, iOS 8 SDK, Mac OS, JSON, Cocoa Touch Framework, Agile Development, Parse, Amazon AWS, IOT, Sensors, Ruby, JavaScript, RESTFUL API, Bootstrap, UI Kit, BLE, Heatmaps, Map Kit, BitBucket

SKYFI LABS, BENGALURU, KA, INDIA

Engineer

Aug 2012 – Sept 2014

- Worked on developing in-house **iOS mobile applications** for tracking project kickoff meetings, project updates and incident reporting using **Objective-C**
- Presided over workshops for various staff to create awareness and trained students and professionals on various mobile technologies on iOS, Unity and Android
- Led the setup launching of Java-based centralized database system from scratch to end and trained employees on the use of the said application

KRESIT, IIT BOMBAY, MUMBAI, MH, INDIA

Jan 2011 – Dec 2011

- Assumed responsibility for the integration of all legacy inductive logic programming (ILP) systems to a single umbrella architecture
- Collaborated with different researchers, programmers, and students to obtain keen understanding of the requirements to build the product from scratch
- Executed the development of an ILP tool through C, Java; along with integrated systems through Linux
- Earned a research fellowship which involved the development of tool from IIT Bombay

EDUCATION AND CREDENTIALS

Bachelor of Technology in Computer Science Engineering: JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY, HYDERABAD, INDIA
iPhone Programmer Certification using Objective-C: KESHAV MEMORIAL INSTITUTE OF TECHNOLOGY, HYDERABAD, INDIA

MOBILE PROJECTS

- **Attendance Tracker:** An iOS app to closely monitor sign-in and sign-out with the following features: App integration scheme, integrated social network schemes, notifications schemes, third party cocoa pods, and NS core data. This application has been scaled to Smart Entry System using Face detection.
- **Augment Reality Experience:** Building an e-commerce mobile application based on Augment Reality experience. This application based on AR Kit 2.0, Unity, Awe.js, AR.js, three.js, Vuforia, Swift 4.2.
- **Tambola Game:** An iOS mobile game to support multiuser and SQL-Lite database
- **MyChapterApp:** Social- and friendship-making mobile app. **Software Used:** Swift, AWS, Xcode, Objective-C, Mac OS X
- **Chinese Zodiac Center:** Development of a mobile application for Chinese people with some basic information of user and his/her interests. **Software Used:** Windows SDK through C#