SAURABH S

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Portfolio: [Saurabh S](#)
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Certification: [Technical](#), [Non-Technical](#)

SKILL SUMMARY

App Publishing: Multiple Successful App Store releases

Domain: Defence, Entertainment Apps, Gaming, Health Based, Medical, Shopping, Sports, Retail

Enterprise Based: TimeSheet, Farming, Inventory App

Languages: Swift 6.0, Objective-C

Operating System: iOS, macOS, Windows

Programming Concepts: POP, OOPS, DRY, SOLID

Tools: Xcode Sanitizers, Xcode Tools and Instruments

Version Control: Git, GitHub, SVN, JIRA, BitBucket

IDE: Xcode, Playground, VSCode, Visual Studio, Eclipse

Design Patterns: Delegation, Singleton, Observables

Architecture: MVC, MVVM-C, Clean Architecture

Frameworks: UIKit, SwiftUI, Foundation, XCTest, CoreData, Combine, SQlite, OpenLayers

Methodology: Agile 2.0, Kanban

Others: RESTful APIs, APNS/Firebase Push Notifications, Analytics Integration (Firebase), Auto Layout, Storyboard, Xib, Size Classes, Unit Testing

CAREER SUMMARY

Technology-driven iOS Technical Lead with over 13 years of expertise architecture, developing, and maintaining high-performance native mobile and cross-platform applications. Experienced in Swift, Objective-C, and modern frameworks, with a proven record of delivering user-centric solutions in healthcare, gaming, e-commerce, and enterprise domains. Adept at team leadership, agile methodology, and driving prompt engineering practices. Recognized for robust debugging, prompt delivery, and successful App Store launches. Compliant with **IEEE Code Of Ethics.**

PROFESSIONAL EXPERIENCE

HCLTech, Noida- *Technical Lead*

Nov 2020 – Apr 2025

•Led iOS engineering for high-impact projects including [FIFA Player App](#) , [Ventana Image Player](#) and [Shoppix App](#) delivering architectural migration, code refactoring, and Apple App Store deployment.

•Enhanced developer workflow using prompt engineering and agile best practices.

• Refactored and Linted code which helped

deployed a software update requests using SwiftLint and Sonar Cloud,

•Unit Tested code resulting in a 30% reduction in system errors and improving application performance by 25%", Documented business Logic on wiki.

•Migrated authentication frameworks, managed business logic documentation, and executed comprehensive unit testing.

•Successfully engineered [Ventana Image Player](#) medical cross-platform applications using Electr,

• Enabling efficient image rendering tools and optimized client-server communication between using JavaScript and C++ backend.

•Attracted Umbrella of projects from the new client after the first successful project delivery.

ITC Infotech, Bengaluru - *Associate IT Consultant*

Aug 2016 – Nov 2020

•Architected enterprise and medical domain applications for global client ([COVID Control](#) for Johns Hopkins University).

·Integrated Core Data, handled API consumption, and implemented clean software principles (SOLID, DRY).

·Mentored juniors, improved release cycles, and implemented Agile and Scrum workflow.

·Successfully developed and launched TOM app ERP Timesheet for the organization, which enabled each employee to enter timesheets from anywhere through their personal mobile devices without logging in to their computers.

Hexalab Pvt Ltd, Bengaluru - *Senior Software Engineer*

Apr 2014 – Aug 2016

·Designed and Developed consumer fitness Workout Timer Apps and productivity apps like Day Planner Pro, BrainStormy etc successfully releasing to the Apple App Store.

·Implemented background and foreground event handling, UI/UX improvements, and application architecture (MVC).

Bhasinsoft India Ltd, Bengaluru - *Senior Software Engineer*

July 2012 – April 2014

·Developed Entertainment SynthMaster Pro App which was top-ten applications on Intel AppUp Store

·Implemented multiple features, event handling, UI/UX improvements, and application architecture (MVC).

Varisis Advance Engineering –*Software Engineer*

Nov 2011 – July 2012

·Delivered defense applications. Managed entire lifecycle from technical analysis to deployment.

·Instituted documentation practices, ported embedded protocols, and customized solutions for defense clients.

EDUCATION

· B.E in Computer Science from East Point College of Engineering and Technology - VTU Belgaum, India in 2011 with 57%

· Higher Secondary (XII) from Sree Cauvery Pre-University College Bengaluru, India in 2006 with 57%

· Secondary (X) from Army Public School, Bengaluru, India in 2004 with 73%

KEY ACHIEVEMENTS

· **COVID Control (ITC Infotech/Client:** Johns Hopkins): Integrated backend APIs, MVVM, Core Data, and contributed to pandemic management tools.

·**Image Viewer:** Spearheaded porting to cross-platform, asynchronous image extraction from buffer.

·**Workout Timer (Hexalab)**: Designed and shipped Tabata/HIIT training app, background event support, and dynamic time configuration.

·**FIFA Player App:** Led end-to-end technical delivery for player data integration (Swift, SwiftUI, MVVM).

CERTIFICATIONS

SwitUI Declerative Interface For Any Apple Device - Udemy

MVVM Design PaIern Using Swi6 in iOS

Unit Testing Swi6 Mobile App

Declaration: I here by declare that all the above statements mentioned are true to the best of my Knowledge and belief.

Spoken Languages: English, Hindi