Mobile No: 9611933885
Email Id: shilpa.hireraddi@gmail.com

Shilpa Hireraddi

Objective

To be an integral part of a professional & progressive organisation that provide me an opportunity to continuously improve my skills, knowledge & personality in a challenging work atmosphere that help me to make a meaningful contribution to the organisation.

Skills

- **Languages:** Swift, Objective-C
- **Platforms:** Mac OS, iOS
- **Development/Build Tools:** Xcode
- **UI Design Tools:** Storyboard , Interface Builder
- **Performance Tools**: Instruments
- **Configuration Management, Defect Tracking Tools**: SVN, SourceTree, BitBucket, Git, Jira
- **Domain Knowledge:** Networking, Aerospace, Multimedia, Telecom, Insurance
- **Architectural Design Patterns:** MVC, MVVM, MVP
- **GoF Design Patterns:** Decorator, Adapter, Facade, Observer, Memento, Coordiantor
- **Threading concepts:** GCD, NSThread, NSOperation
- **Memory Management Techniques:** Memory Reference Counting, ARC
- **Data Exchange Formats:** JSON, XML

Work Experience

- **Total Experience**: **12+ Years** ((07/2006) – Till Date)
- **Over 4+ years of** experience in iOS Applications Development using Objective C and Cocoa Touch framework

- **Over 4+ years** of experience in iOS applications development using **Swift**
- **Over 2 year** experience in development of applications on Mac OS platform using Objective C and Cocoa framework
- **Over 1 years** of experience in porting games from Windows to Mac OS platform using C, C++, Carbon framework
- **Over 1 year** experience in development and testing of AGPS (Assisted Global Positioning Systems) protocol stack on SUPL and C-plane using C, C++.

Career Profile

AppsnDevices as a iOS Consultant(Aug 2020 – Dec 2020)

Summary :

iOS Educator app on Teacher side involved **QR code** login, live transmission of Teacher's iOS screen to server using **UDP** and **Http connections**.

Key Contributions:

- ✓ Documentation on SRS, Design, work estimation
- ✓ Independent developer to develop iOS app from start to finish using Swift language
- ✓ Release app to TestFlight

Mutex as an iOS Developer(JULY 2019 - JUNE 2020)

Summary :

Contributed as an Individual developer to develop Real Estate app called Mutex which had an option to sell, buy and earn by referring a property. It involved using **Google's Firebase** for fetching and saving property name, address, images etc. **Google Maps** to show nearby properties/plot/flat.

Also developed **IOT app**(POC) using **WebRTC sockets** to fetch data in the form of **JSON** to display/update the changes of light on/off, door lock/unlock and room temperature.

Key Contributions:

- ✓ Independent developer to develop iOS app from scratch using Swift language
- ✓ Released app to the Appstore: **https://apps.apple.-com/us/app/mutex/id1418694623**

AIG Analytics and Services Pvt. Ltd. as a Assistant Manager(JUN 2015 – APR 2019)

Summary :

Involved in developing iOS apps on car, home and accidental insurances. Have got exposure on **IBM's Mobile First Platform** and **Google's Firebase**. Also was responsible in leading and guiding the team.

Key Contributions:

- ✓ Developing iOS apps using Swift language
- ✓ Training team members on Swift
- ✓ Mentoring the team and estimating the project
- ✓ Exposure to Firebase anf IBM's Mobile First Platform

UTC Aerospace Systems, Bangalore as a Technical Lead (Oct 2013 – Apr 2015)

Summary :

Worked in developing libraries, frameworks which communicates with the external hardware using **External Accessory framework to share files between hardware and iPad via Input and output streams.** Created several iOS apps for the release to clients and to the App store. Also was responsible in leading and guiding the team.

Key Contributions:

- ✓ Project estimation
- ✓ Responsible for sprint planning, execution and releasing with documentation
- ✓ Preparation of requirements, design doc
- ✓ Coding, Debugging, Testing, Bug Fixing
- ✓ Performance optimization
- ✓ Understanding iOS app rejection policies
- ✓ **iOS app release to app store using iTunes Connect**
- ✓ Interaction with Onsite team on weekly basis for requirements gathering and for proving support
- ✓ Releasing builds into TestFlight
- ✓ Travelled to the onsite for demonstrating the POC apps and for requirements gathering
- ✓ Team handling and mentoring
- ✓ Involved in conducting performance appraisal for the team members
- ✓ Review of code, design issues, Requirements and Design documents
- ✓ **Creating and linking libraries and frameworks** to the iOS apps
- ✓ Creation of Production, Ad Hoc and Developer certificates and provision profiles for the iOS app deployment on devices and release
- ✓ Supporting iOS apps in different versions of iOS

Aricent Group, Bangalore as a Senior Software Engineer (Oct 2008 – Oct 2013)

Summary :

I started my career as an iOS developer from this company and released iOS apps to the app store. I was mainly involved in developing iOS apps for Frog Inc. Developed few of the iOS apps for Intel and provided support to them. In between for the duration of 1 year I was working in Intel(client location) for bug

fixing in SUPL and C-plane Assisted-GPS protocol stack in user equipment side for Xposys platforms.

Key Contributions:
- ✓ Releasing iOS apps to app store
- ✓ Preparation of requirements and design documents
- ✓ Coding, Debugging and Bug Fixing
- ✓ Understanding Apple's Human Interface Guidelines and iOS app rejection policies
- ✓ Supporting iOS apps in different versions of iOS
- ✓ Helped team members to learn Objective C and Cocoa Touch framework
- ✓ Review of code, design issues, impact analysis, SRS and Design documents
- ✓ Linking iOS apps with 3rd party frameworks
- ✓ Supporting Intel's ISVs in integrating Intel's CCF framework into their iOS apps.
- ✓ Attending weekly calls with Intel for gathering requirements, demonstrating the apps and providing **technical support**.
- ✓ **Creation of Developer certifications, profiles using Apple's developer account**
- ✓ Completed 2 months training on 3G UMTS

Robosoft Technologies Pvt. Ltd., Udupi as a Software Engineer (Jul 2006 – Oct 2008)

Summary :

Involved in developing apps on Mac platform and in **porting games from Windows platform to Mac platform**.

Key Contributions:

- ✓ Technology Analysis
- ✓ Analysing and porting various game's from Windows platform to Mac
- ✓ Coding, Defect Fixing, Localisation
- ✓ Linking Mac apps with Third party Libraries
- ✓ Provide Mac Implementations for Windows APIs

Educational Qualifications

BE (First Class) from GIT, University of VTU