

Pushpinder Pal Singh

swifti.ng | github/swiftlysingh | singh.pushpinderp@gmail.com

EXPERIENCE

Software Engineer - Mobile | GOJEK

MAY '22 – AUG '24

- Revamped Help Center UI using *UIKit*, improving usability and reducing support queries by 15%.
- Led crucial iOS initiatives for Help Center by collaborating seamlessly with Android, backend, and product teams.
- Built a Pin-based Auth SDK in *Swift* with *VIPER*, enabling a unified experience across GoTo apps
- Worked on the GoPay app in *Flutter*, supporting 130M daily users with an enhanced user experience.
- Implemented a *Server Driven UI* for GoPay's homepage, enabling dynamic updates without app releases.
- Integrated in-house analytics framework utilising *ProtoBufs*, reducing third-party dependencies and cutting costs by 30%.

iOS Developer | GOOGLE SUMMER OF CODE - VIDEO LAN

JUNE '21 – AUG '21

- Worked on the "Continue Watching" feature in VLC media player for iOS, enhancing user retention and engagement.
- Worked with the *legacy codebase* and understanding *Objective-C* to fix bugs and implement features.
- Improved UI/UX using *UIKit*, aligning with Apple's design guidelines for a more intuitive user experience.
- Participated in code reviews, ensuring adherence to best practices and maintaining code quality.
- Contributed to documentation, improving onboarding for new developers in the VideoLAN community.

Head of Open Source and Mobile Tech | IoSD

JUNE '20 – JUNE '21

- Spearheaded the development of a student mobile app in Flutter, scaling it to over 10,000 daily active users.
- Designed and delivered technical workshops on Git and open-source best practices for first-year students.
- Mentored aspiring developers to contribute to major open-source projects, including the Linux kernel.

OPEN SOURCE

SwiftLang | THE SWIFT PROGRAMMING LANGUAGE - GITHUB

PRESENT

- Implemented new diagnostic flags within the Swift build system, improving error reporting and developer experience.
- Enhanced compiler compatibility by adding checks for Apple Clang and removing unsupported flags.
- Contributed to Swift Information Architecture Project, unifying content and improving documentation accessibility.
- Provided support and guidance to the Swift community on the forums, fostering collaboration and knowledge sharing.

PROJECTS

ArtiWeather | AN ART WEATHER APP - APPSTORE

- Developed ArtiWeather for iOS 18 using *SwiftUI*, achieving 1.2k downloads and 5k organic impressions on launch day.
- Integrated *on-device Stable Diffusion* using *CoreML* for weather-based image generation, with no server costs.
- Built beautiful widgets using *WidgetKit* for displaying weather and generated images on the home screen.
- Working on optimizing SD Model, enhancing download UX/UI, and adding support for additional cities.

Holder | A SECURE CARD VAULT - APPSTORE

- Built an iOS app using Swift and SwiftUI for securely storing credit and debit card details.
- Used iOS Keychain with iCloud sync for encrypted storage, ensuring data privacy through local-only storage.
- Designed an intuitive interface with SwiftUI, providing a seamless user experience for managing card details.
- Integrated biometric authentication for added security, allowing easy and secure access to stored information.

AWARDS

Smart India Hackathon 2020 | WINNER

2021

- Built an AI IoT system to predict and adjust lighting and HVAC demand using sensors.
- SIH is a national hackathon by the Government of India, tackling real-world challenges.

EDUCATION

Technology Entrepreneurship | STANFORD UNIVERSITY

JUNE '25 – AUG '25

Master's in Computer Science | CALIFORNIA STATE UNIVERSITY

AUG '24 – MAY '26

BE in Computer Engineering | DELHI UNIVERSITY

AUG '18 – MAY '22