

Pushpinder Pal Singh

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EXPERIENCE

Founding Mobile Engineer | BARKIE.AI

JUNE '25 – OCT '25

- Architected the iOS beta in *SwiftUI*, delivering a *HIG*-compliant UI and establishing the core product foundation.
- Engineered an on-device *CoreML* vision model to automate scorecard scanning and integrate directly with the *GHIN API*.
- Implemented CI/CD pipelines for automated builds, testing, and beta deployments to *TestFlight*.

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 *ProtoBuffs*, reducing third-party dependencies and cutting costs by 30%.

iOS Developer | GOOGLE SUMMER OF CODE - VIDEOLAN

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.

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

Master's in Computer Science | CALIFORNIA STATE UNIVERSITY

AUG '24 – MAY '26

Technology Entrepreneurship | STANFORD UNIVERSITY

JUNE '25 - AUG '25

