Pushpinder Pal Singh

swifti.ng | github/swiftlysingh | pushpinderpal19@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 *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.
- 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.

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.

VideoLAN | THE VLC MEDIA PLAYER - GITLAB

2021

- Developed UI/UX enhancements for VLC on iOS, including cast UI fixes and aspect ratio control feedback.
- Improved compatibility of VLC on iOS by addressing issues related to home indicator behavior and emoji support.
- Resolved key functional bugs in VLC for iOS, specifically related to play button behavior and video player alignment.

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 Al 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

MS in Computer Science | California State University, Sacramento
BE in Computer Engineering | Netaji Subhas University of Technology

AUG '24 - MAY '26

AUG '18 - MAY '22