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iOS Developer

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COMPANY PROJECT

 Bepro11 - football analytics

PERSONAL PROJECTS

 a message - new messenger
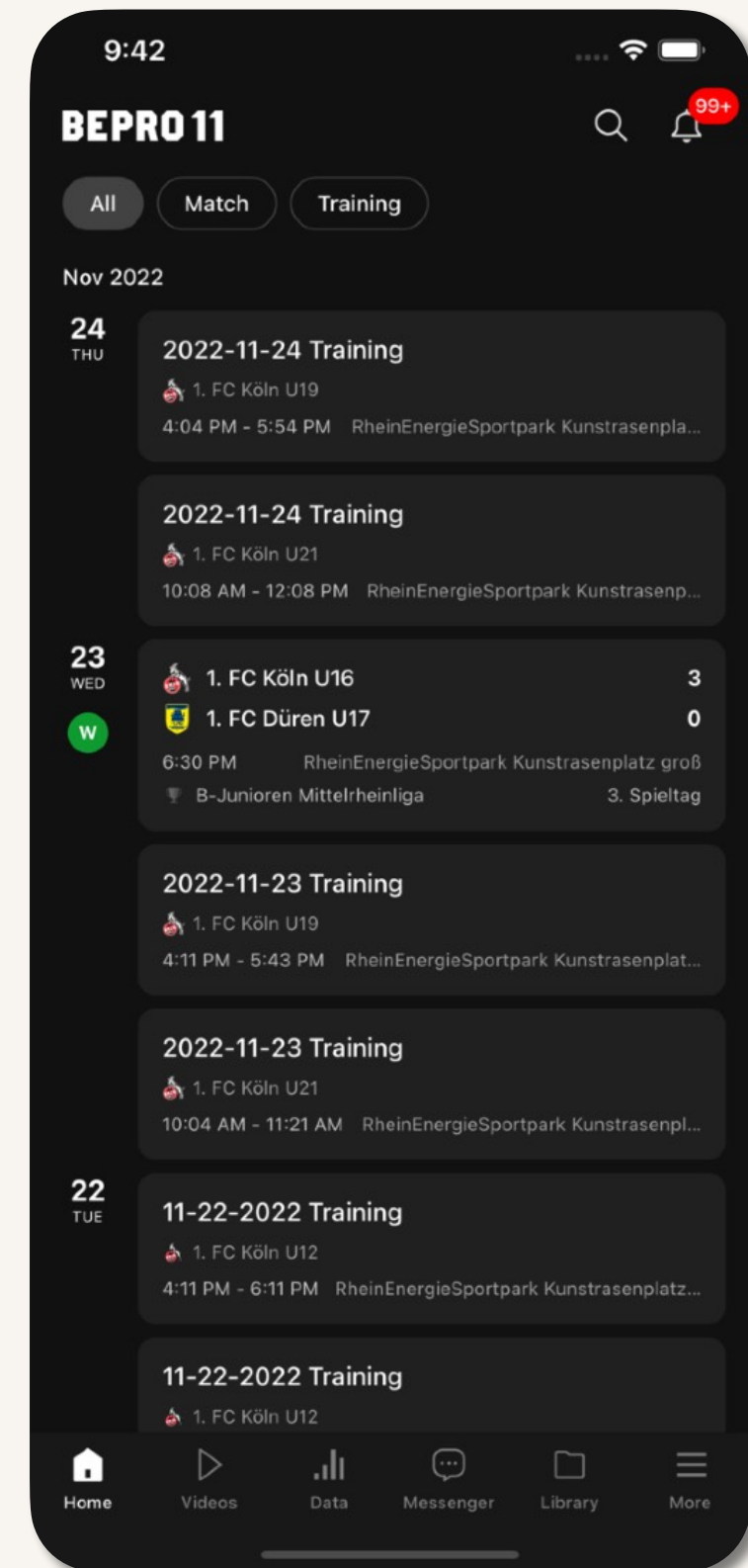
 SUDOKU MOLE - Addictive Puzzle

 Keep - Passcode Note

BEPRO 11
football analytics

Specification

Project type.......................Company project(2021-2022)
Architecture......................MVVM-C
Pattern..............................Reactive(RxSwift)
Interface............................UIKit
Data...................................Network calls using RESTful APIs
Automation.......................Circle CI & Fastlane
Version Control.................Git
Debugging........................Firebase Crashlytics
Testing..............................Unit Test using XCTest
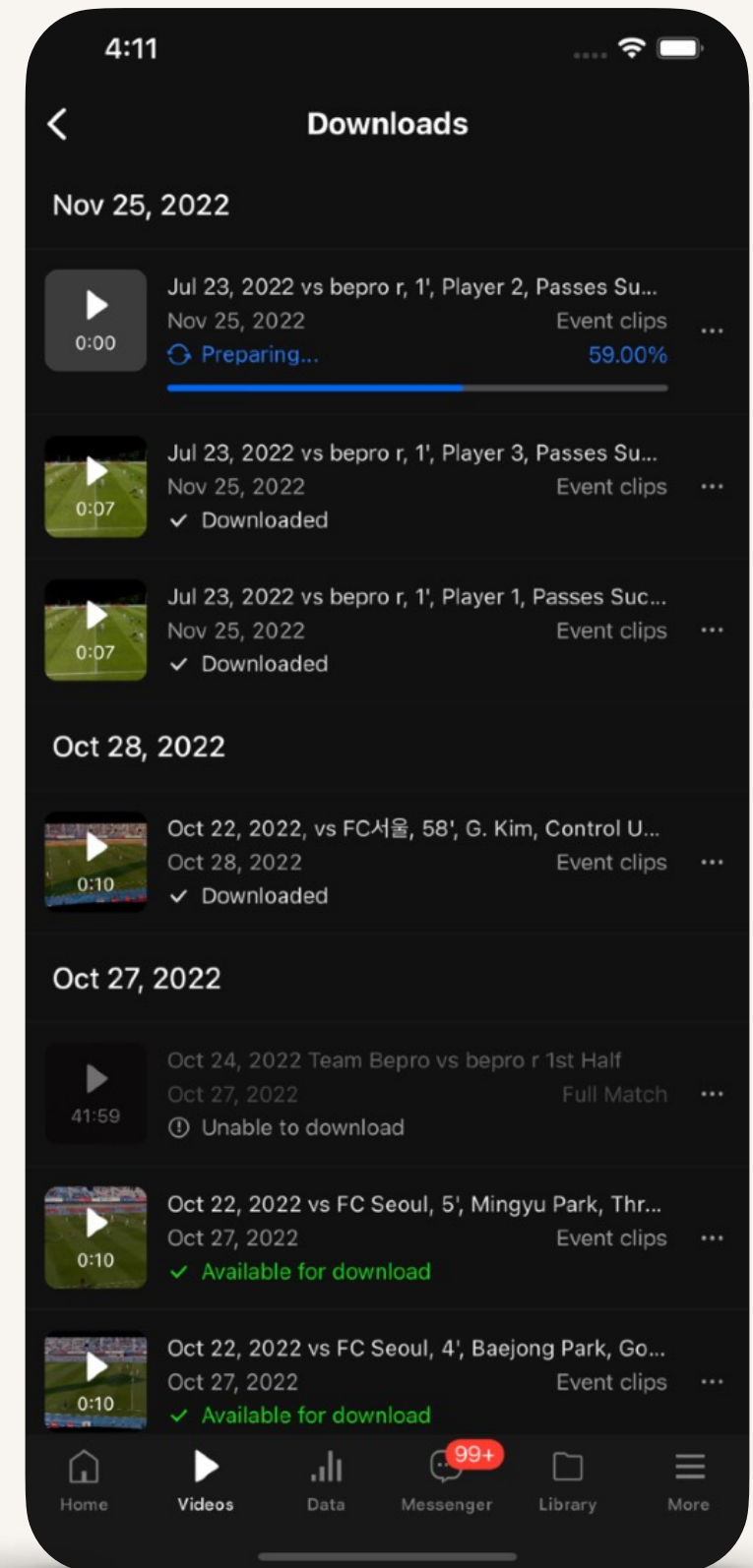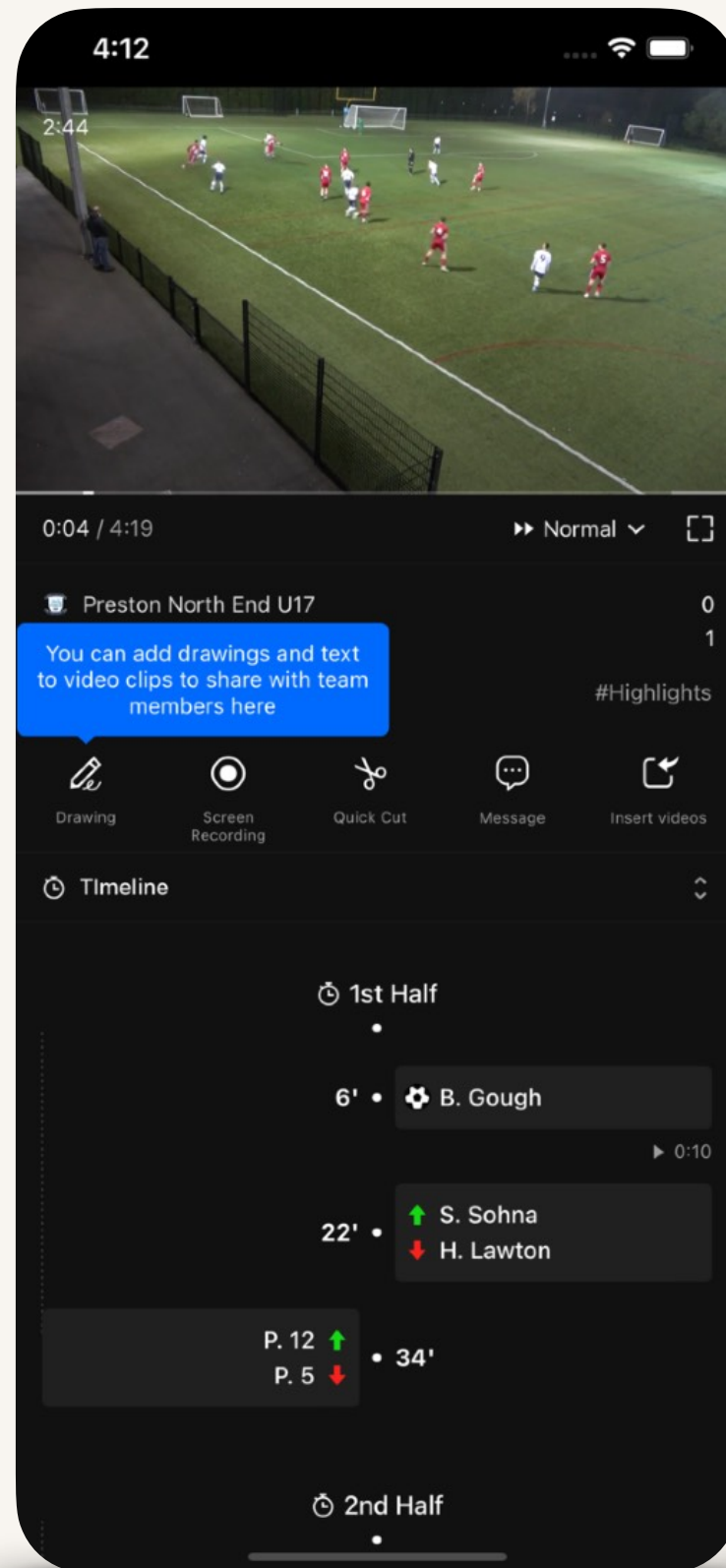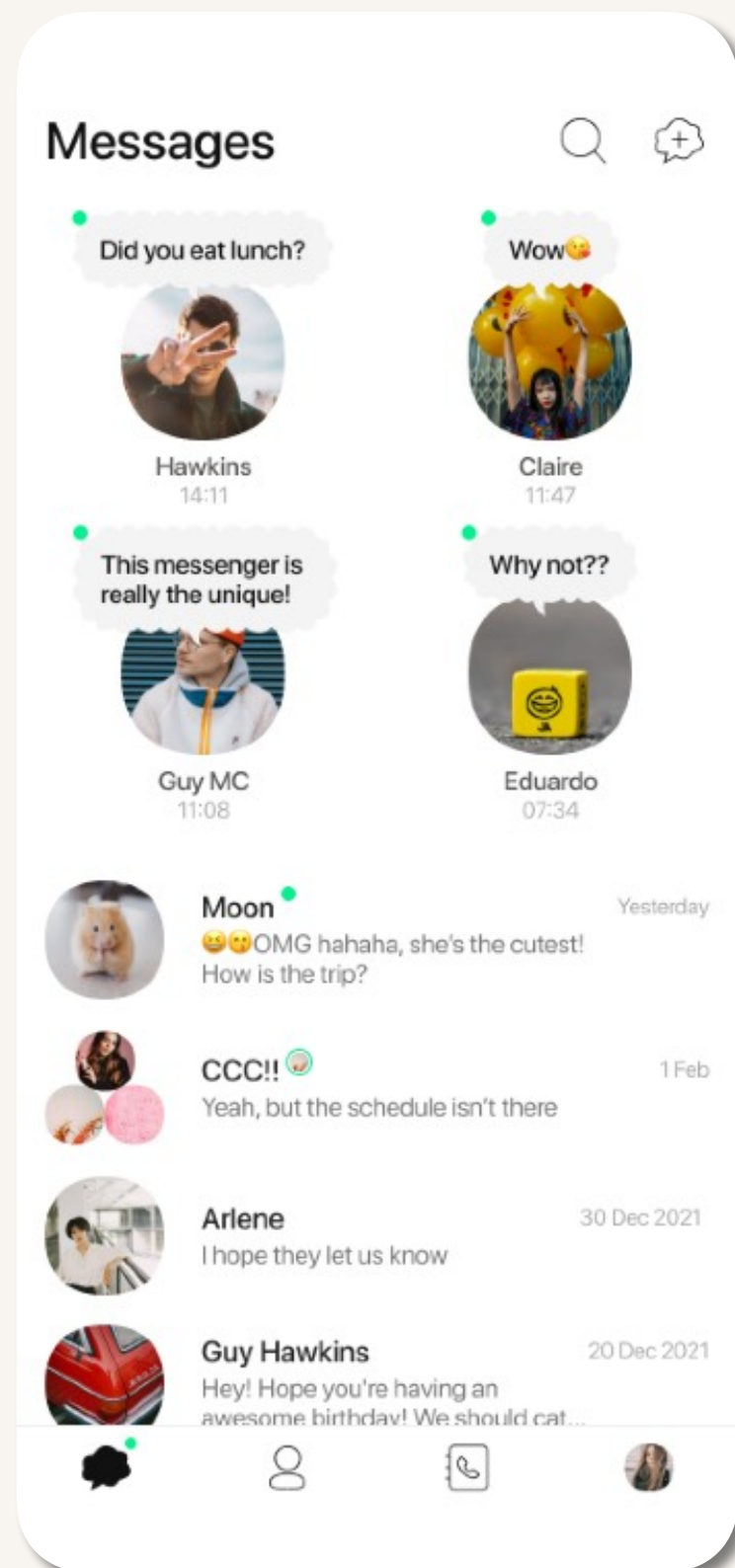
Key Tasks

Video Download

- Executed remote download using URLSession

- Stored downloaded contents locally using PHPhotoLibrary frameworks

- Implemented remote Push Notification for process information

- Enabled simultaneous downloads support for each cell

UI Improvement

- Enabled screen rotation based on orientation mode changes

- Implemented real-time UI updates through RESTful API calls

- Utilised UICollectionViewCompositionalLayout to visualise complex UI requirements

a message - new messenger

Specification

Project type.......................Personal project
Development Lead Time...6 months(2023)
Architecture.......................MVVM-C
Interface...........................UIKit/SwiftUI
Pattern.............................Reactive(RxSwift)
Data..................................Firebase Realtime Database
Version Control.................Git
Debugging........................Firebase Crashlytics
Testing..............................Unit Test with XCTest

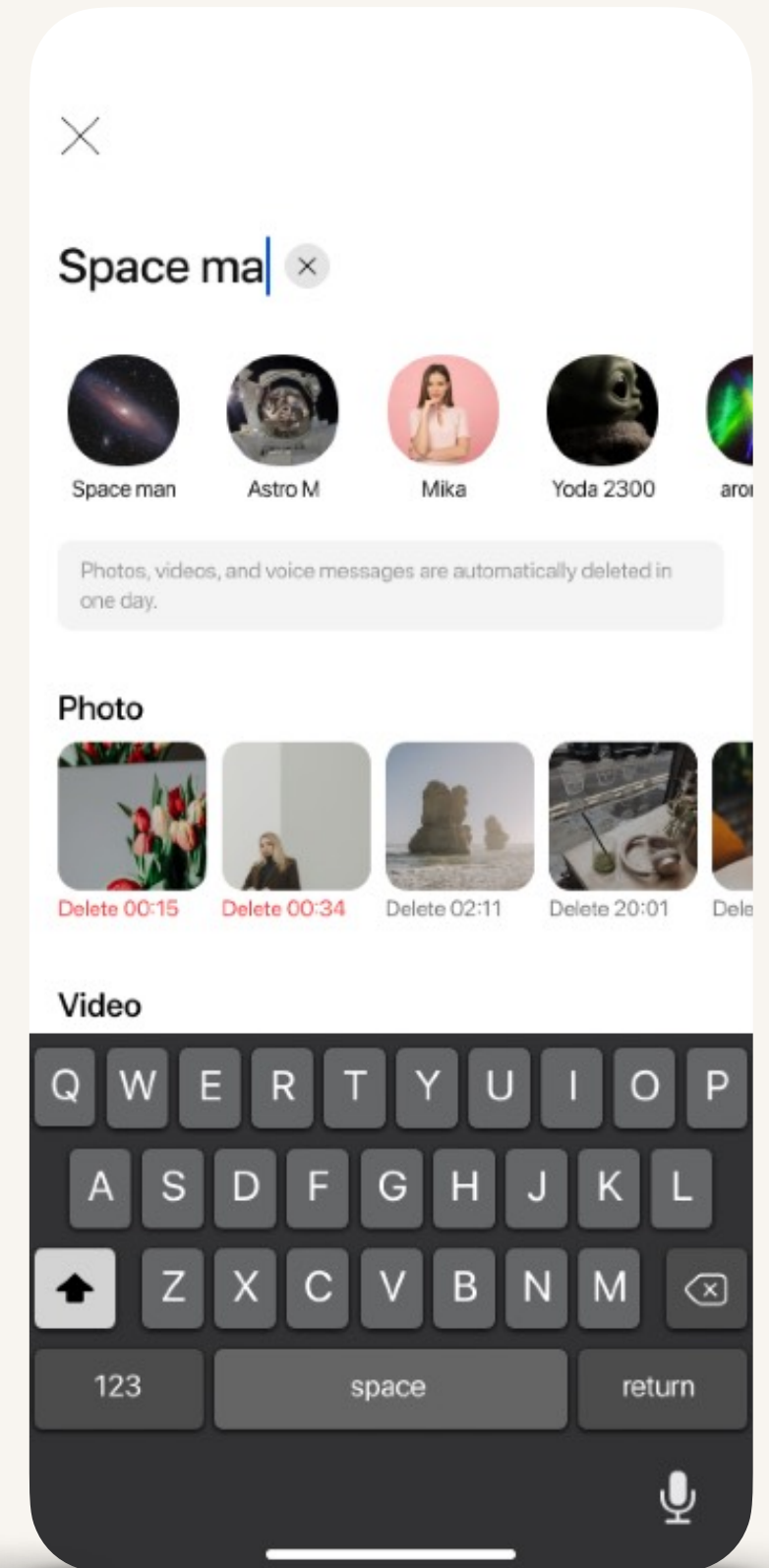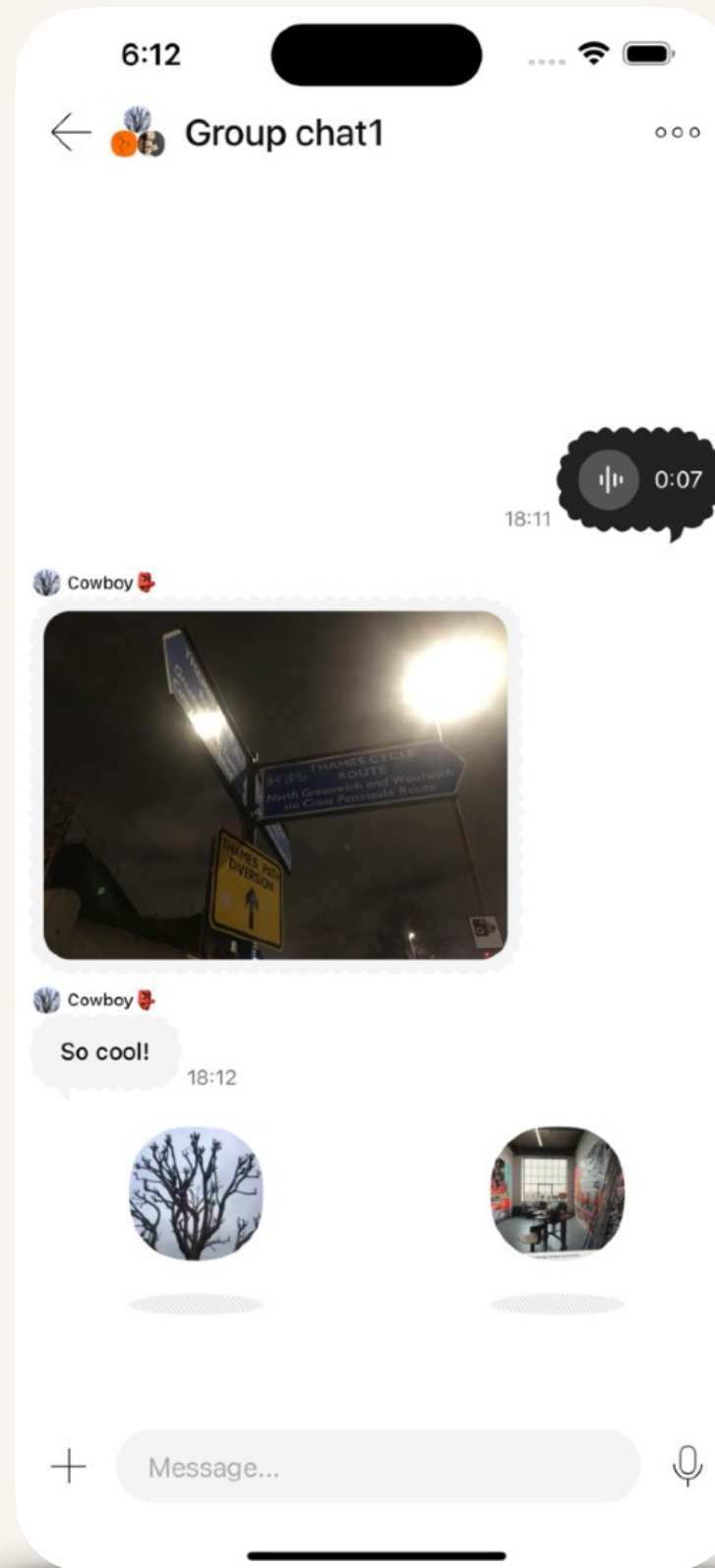# Key Features

Messaging

- Real time chat messaging with Firebase Database

- Image, video, and audio messages stored in Cloud Firebase Storage

- Messages disappearing in real-time

- Remote Push Notification for new messages

Features

- Local user data storage using Realm

- Google & Apple sign-in

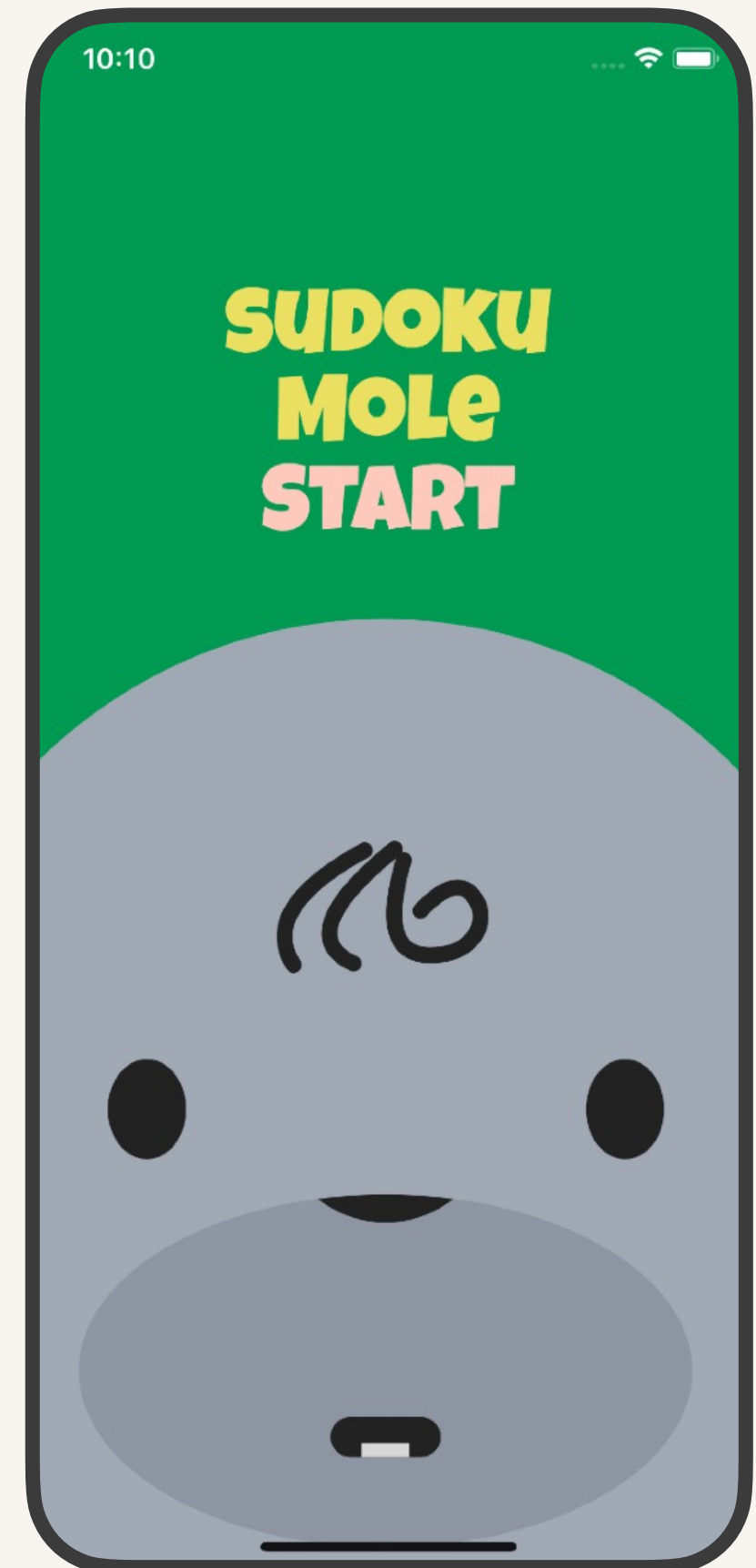- Reactively pipelined across the project using RxSwift

Main Frameworks

- AVKit, AVFoundation, AVFAudio, Photos for managing images, audio and video content

- Contacts for accessing user's contacts list

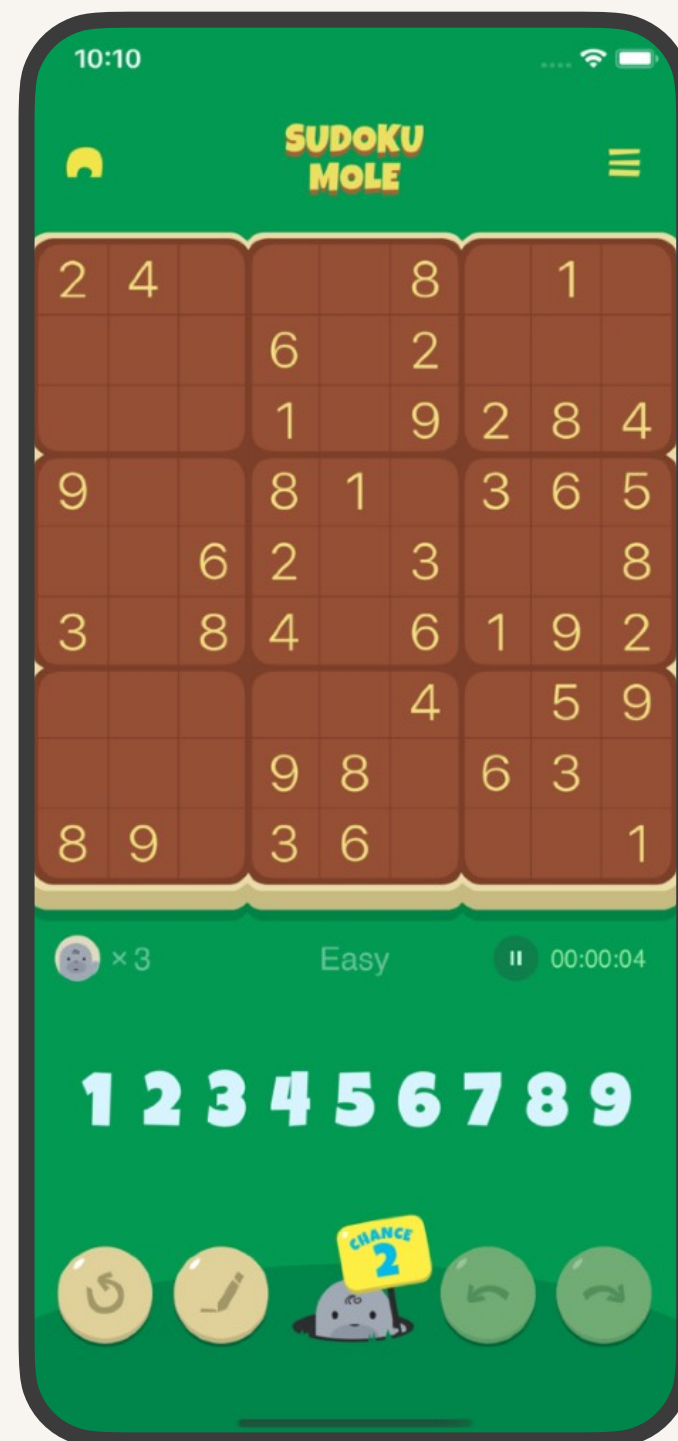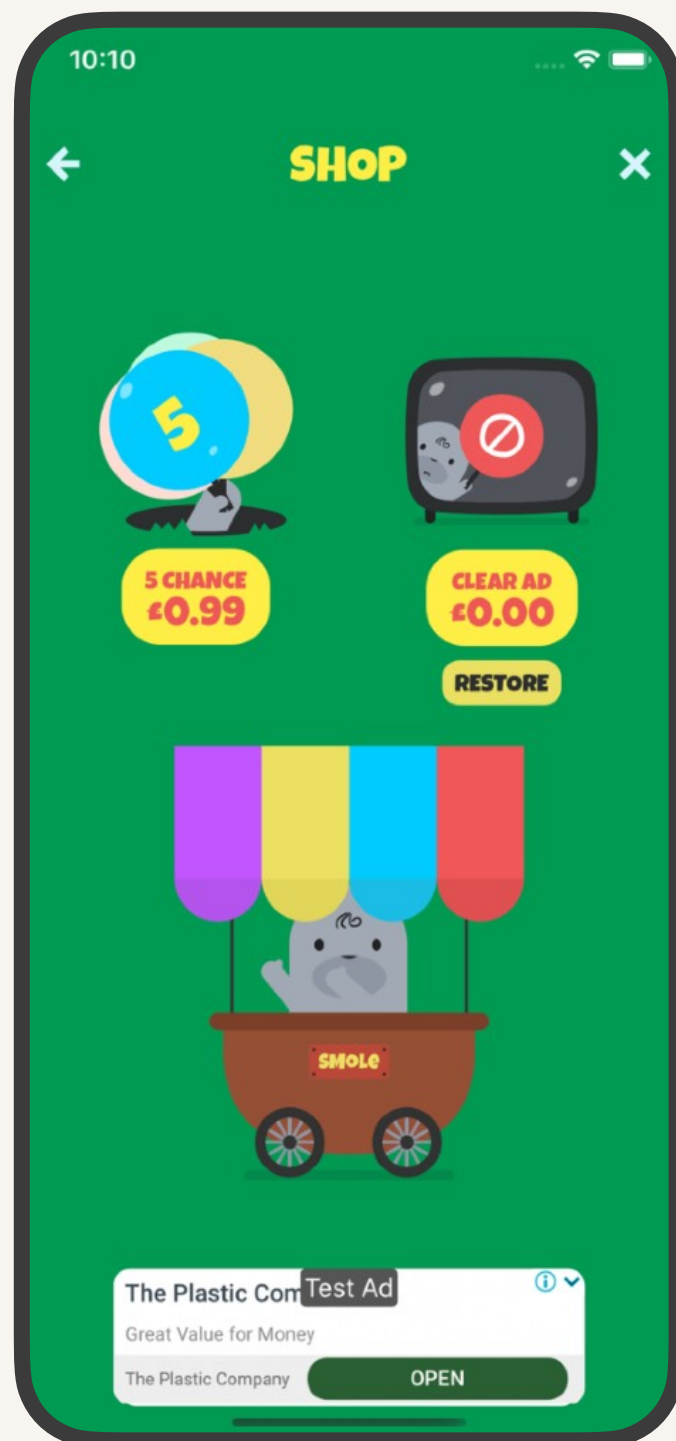- UIKit & SwiftUI(partially adopted) combining both frameworks as needed

SUDOKU MOLE - ADDICTIVE PUZZLE

Specification

Project type................... ...Personal project
Development lead-time...2 months(2019)
Language.........................Swift 5.0
Architecture.....................MVC
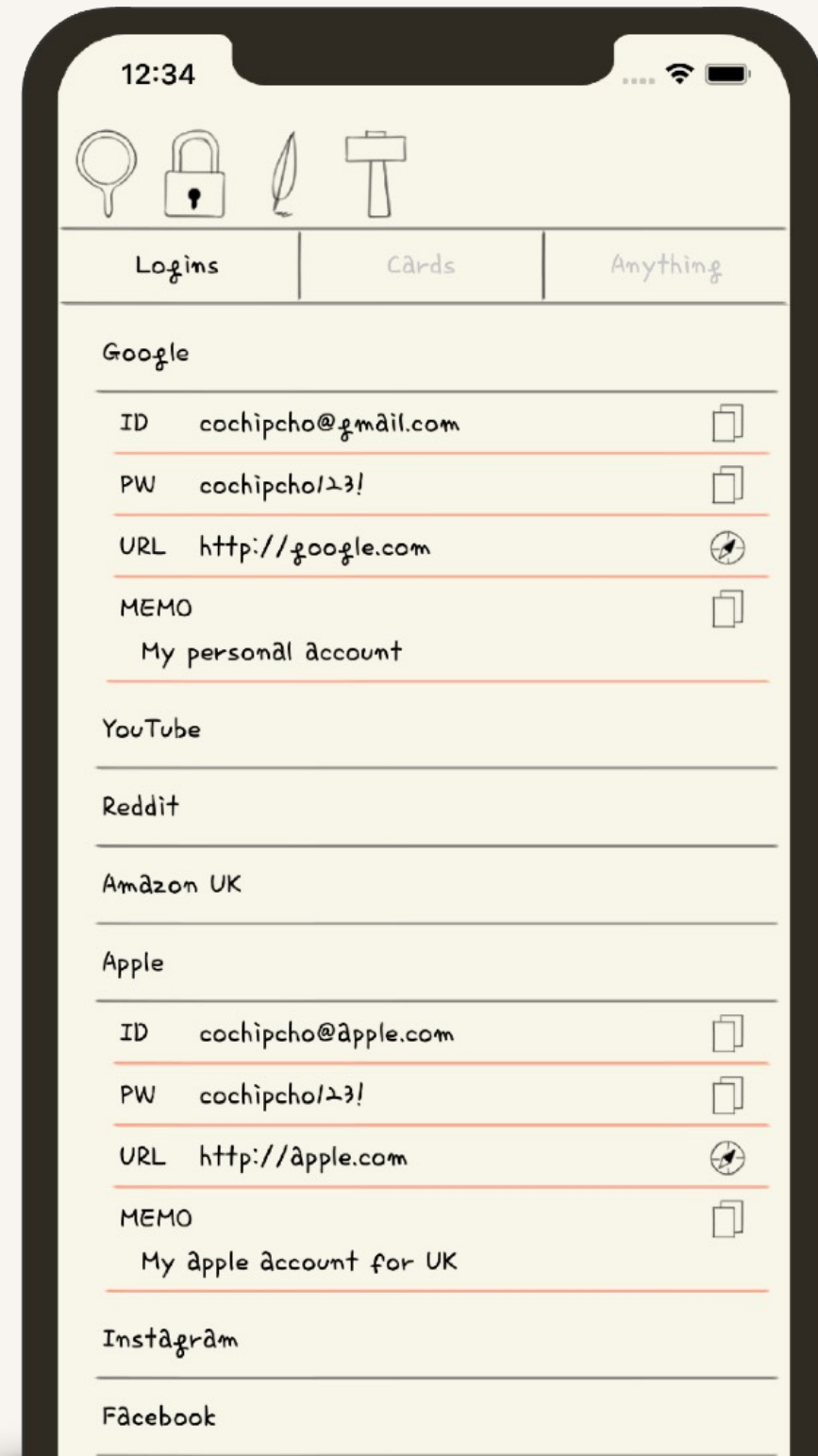Interface...........................UIKit

Key Features

• UI drawn programatically using UIKit, Core Animation & Core Graphics

• In-App Purchases facilitated through StoreKit

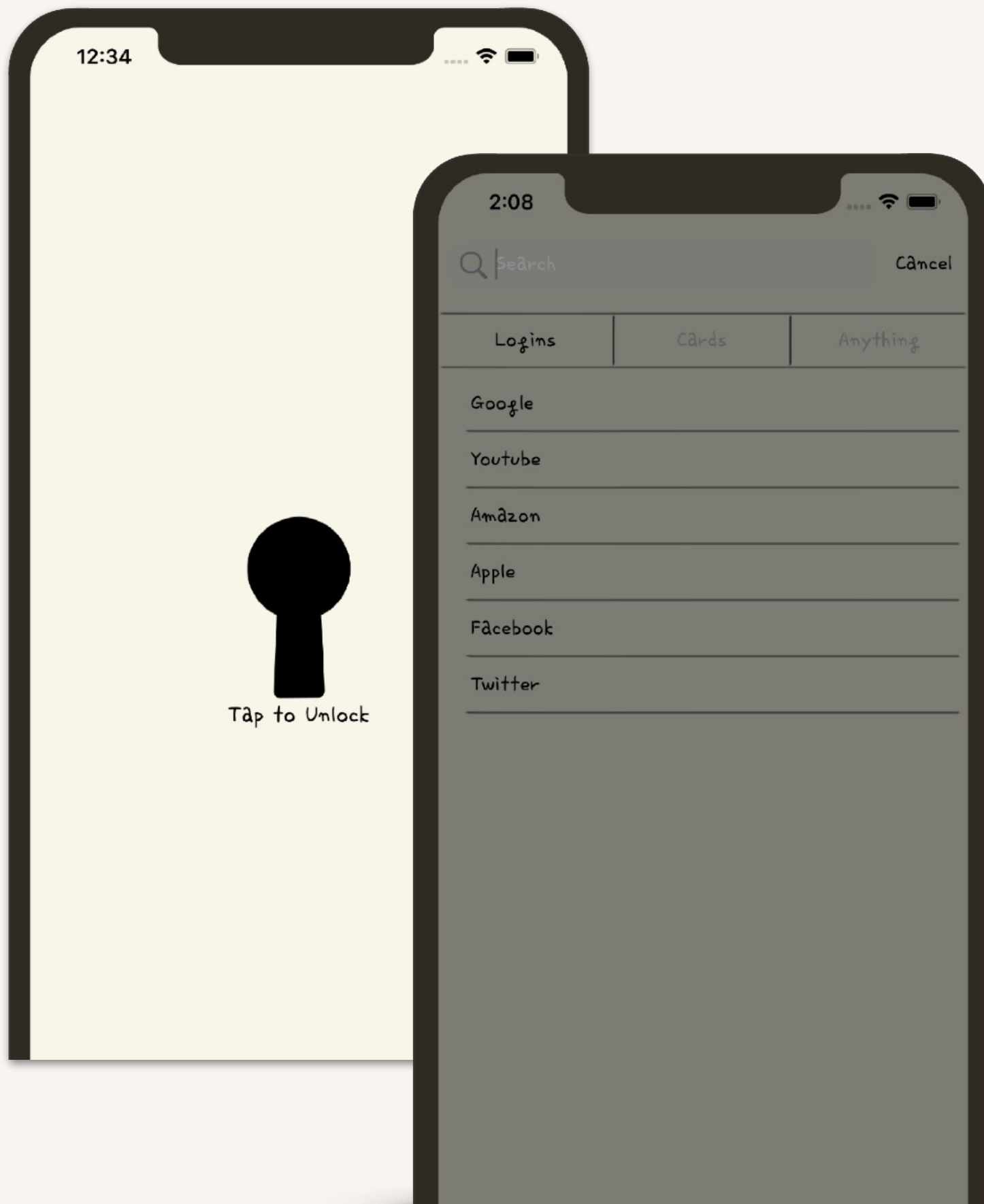• Integration of advertisements from Admob, Unity, and Facebook

Keep - Passcode Note

Specification
Project type.......................Personal project
Development lead-time....1 month(2019)
Language..........................Swift 5.0
Architecture......................MVC
Interface...........................UIKit

Key Features

• Secure user credentials encryption using Keychain framework

• Implementation of Biometric/Passcode Authentication via LocalAuthentication framework

• In-App purchase managed through StoreKit

• Backup functionality utilising iCloud/PDF with PDFKit

• Integration of advertisements from Admob, Unity, and Facebook