

# Vijay Sharma

PRINCIPAL MOBILE ENGINEER

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## PROFESSIONAL SUMMARY

Self-driven, innovative engineer with more than 20 years experience in software development, specializing in mobile and full-stack development since 2010. Dedicated to getting things done, delivering high quality and engaging user experience while leading with compassion and empathy.

## PROJECTS

### Everand

A digital library for ebooks, audiobooks and podcasts, for iOS, iPad, watchOS and CarPlay

### MLFairy

Encrypt and collect in-app predictions from you CoreML model. Securely deploy updates to your improved model.

### Machine Learning by Tutorials

Begin Machine Learning for Apple and iOS.

### Code Complete

The ultimate resource to prepare for coding interviews on iOS.

## EXPERTISE

iOS Swift 6 SwiftUI TCA  
Objective-C Android Java  
Kotlin PHP Angular React  
Node Docker Terraform  
Ansible AWS Leadership  
Mentoring

## EDUCATION

### Master of Engineering Sciences

The University of Western Ontario  
09/2005 - 09/2007

### Bachelor of Electrical and Computer Engineering

Concordia University  
09/2001 - 05/2005

## WORK EXPERIENCE

### Staff Software Engineer

Scribd

09/2024 - present

Remote

■ A digital content subscription service for audiobooks and ebooks at scale.

- Architected greenfield implementation of core consumption experience using Swift 6, SwiftUI and The Composable Architecture, reducing playback latency by 35%.
- Improved GitHub CI/CD build servers to reduce the number of failed builds leading to over \$10,000 monthly savings.
- Collaborated with cross-functional teams to define, design, and ship new core consumption experience, presenting weekly progress to stakeholders.

### Team Lead

Sauce Labs

03/2021 - 09/2024

Remote

■ Industry leader in automated testing for real mobile devices.

- Established a culture of delivering, while prioritizing team health. My team was recognized by the CEO for its impactful and significant contributions to the product.
- Led the team in replacing existing web socket based video solution with Web-RTC. Helped close several new and renewing deals generating \$16M in ARR.
- Recovered 2500 hours/day availability across all iOS devices by stabilizing device cleaning system. This improved device availability from 80% up to 97%.

### Principal Mobile Engineer

TestFairy

10/2015 - 03/2021

Remote

■ Enterprise-grade mobile app distribution.

- Successfully helped grow the company from 10K AAR to 2M, which facilitated the sale of the company.
- Owned and developed native iOS and Android SDK used by thousands of developers.
- Helped reach four-9s availability in PHP developed backend with automated, zero downtime deployments of the service through CI.

### Principal iOS Engineer

CUE

01/2022 - 03/2023

Remote

■ Fan first mobile technology for premium brands and event experiences.

- Reached 100% automated deployment pipeline of company's private iOS library used by hundreds of enterprise customers.
- Implemented server-driven UI, parameterizing hundreds of use cases in app, used by millions of users with limited network connectivity.

### Senior Technical Editor

Kodeco

06/2016 - 01/2023

Remote

### Java Web Developer (Cloud Applications)

Signiant

02/2014 - 10/2015

Ottawa

### Member of Research and Development

Intelrad Medical Systems

09/2007 - 02/2014

Montreal