Vijay Sharma

PRINCIPAL MOBILE ENGINEER

✉ me@vijaysharma.ca
☐ 514-690-8458
➤ Ottawa, ON, Canada
○ vijaysharm
🔗 vijaysharma.ca
in linkedin.com/in/vijaysharm

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.

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

EXPERTISE

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

PROJECTS

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.

Colouring Superheroes

Bring your favourite superheroes to life!

WORK EXPERIENCE

Staff Software Engineer — 09/2024 - present
Scribd — *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 ten thousand a month in cost savings.

• Collaborated with cross-functional teams to define, design, and ship new core consumption experience, presenting weekly progress to stakeholders.

Team Lead — 03/2021 - 09/2024
Sauce Labs — *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 with Web-RTC. Helped close several new and renewing deals generating 16 million 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 — 10/2015 - 03/2021
TestFairy — *Remote*

▍ Enterprise-grade mobile app distribution.

• Successfully helped grow the company form 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 — 01/2022 - 03/2023
CUE — *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 — 06/2016 - 01/2023
Kodeco — *Remote*

Java Web Developer (Cloud Applications) — 02/2014 - 10/2015
Signiant — *Ottawa*

Member of Research and Development — 09/2007 - 02/2014
Intelerad Medical Systems — *Montreal*