Sai Vikshit Kode

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SUMMARY

iOS Developer with hands-on experience building **SDK-style, production-grade apps** using **Swift, SwiftUI, UIKit, and Objective-C**. Skilled in **modular architectures (MVVM, VIPER, Clean)**, **RESTful API integration**, and performance tuning with **Xcode Instruments** and **Swift Concurrency**. Published multiple **App Store apps** including StepBuddy and CulinAI, demonstrating strength in crafting **scalable, reusable components** and **data-driven UX** aligned with Apple's design principles. Passionate about developing high-performance SDKs that connect front-end experiences with intelligent backend systems, redefining how businesses engage with technology.

TECHNICAL SKILLS

Languages: Swift, Objective-C, Python, Java, C++, SQL, HTML, CSS, JavaScript, TypeScript
iOS Development: SwiftUI, UIKit, AutoLayout, HealthKit, Charts, MapKit, Combine, RxSwift, Core Animation, Core Location, CocoaPods, CocoaTouch, CoreData, SwiftData, Swift Concurrency, URLSession, XCTest (Unit Testing), XCUITests
Architecture & Testing: Model–View–ViewModel (MVVM), Model–View–Controller (MVC), The Composable Architecture (TCA), View–Interactor–Presenter–Entity–Router (VIPER), Clean Architecture, Modular Design
Developer Tools: Xcode, Swift Package Manager (SPM), Integration Testing, Instruments, LLDB, GitHub, GitHub Actions, TestFlight, Firebase (Crashlytics, Analytics), CI/CD, Docker, Kubernetes, AWS (Cognito, S3, Lambda, API Gateway)
Problem Solving: Data Structures and Algorithms (LeetCode 150+), Object-Oriented Design, System Design Basics
Other: Agile/Scrum, UI/UX Design, Claude Code, Cursor, Anthropic, GPT

EXPERIENCE

iOS Developer   Oct 2025 – Present
Alervio Inc.   *Bridgewater, NJ*
- Developed modular **Swift/SwiftUI (MVVM)** components with authentication, persistence, and push notifications, structured as **SDK-style reusable modules** for integration across client apps.
- Optimized performance using **Swift Concurrency** and **Xcode Instruments**, improving load time and responsiveness by 25%.
- Collaborated with PMs, designers, and backend engineers to deliver seamless releases via TestFlight and App Store while maintaining 95%+ crash-free stability.

Mobile Developer Native   Dec 2024 – Apr 2025
Seatech Solutions   *Seattle, WA*
- Built production-grade iOS features with **Swift, SwiftUI, and UIKit** using **MVVM** and RESTful APIs for dynamic, data-driven UIs.
- Automated release workflows using Fastlane and Firebase, streamlining TestFlight deployments and App Store submissions.
- Contributed to reusable Swift frameworks and API wrappers, enhancing scalability and reducing feature integration time.

Software Engineer Intern   Jun 2024 – Aug 2024
Quadrant Technologies   *Seattle, WA*
- Developed and optimized portal features using **React + Flask + PostgreSQL**, integrating AI-based task automation for backend workflows.
- Reduced API latency by 25% through caching and query optimization, improving portal responsiveness.
- Maintained CI/CD pipelines with Docker and Kubernetes, ensuring reliable microservice deployments.

iOS Developer (Freelance / Client Projects)   Mar 2021 – Jun 2023
Self-Employed   *Hyderabad, TL*
- Delivered 3+ production iOS apps in **Swift/SwiftUI/UIKit** with modular architecture and 95%+ crash-free sessions.
- Developed reusable API managers and feature modules designed for SDK-style scalability and easy client integration.
- Implemented CI/CD pipelines using GitHub Actions and TestFlight, reducing release cycle time by 40%.

PROJECTS

StepBuddy (HealthKit-powered fitness tracker | App Store Published)   *Swift, SwiftUI, HealthKit, Charts, SwiftData*
- Developed a modular iOS app using **Swift/SwiftUI (MVVM)** integrating HealthKit and Swift Charts to track and visualize fitness metrics such as steps, calories, and heart rate.
- Optimized data persistence and chart rendering with **SwiftData** and concurrency, achieving 95%+ crash-free sessions and App Store–level performance.

CulinAI (On-device AI Recipe Generator | App Store Published)   *Swift, SwiftUI, Foundation Models, CoreML*
- Built a fully on-device AI recipe generator powered by **Apple Foundation Models**, ensuring user privacy and instant local inference.
- Implemented modular CoreML pipelines and lightweight UI components for a scalable, offline-first AI generation experience.

War Card Game | iOS App   *Swift, SwiftUI, MVVM*
- Built an interactive iOS card game with animations, real-time score tracking, and MVVM architecture for scalability.

GameShare (UX Design Prototype)   *Figma, UX Research, Wireframing*
- Designed a game-sharing platform with rental options and payment safety, focusing on accessibility and user engagement.

EDUCATION

Seattle University   Seattle, WA
M.S. in Computer Science   *Sep 2023 – Jun 2025*
- Coursework: Distributed Systems, AI, Software Architecture, UX Design, ML, Cloud (AWS), Graphics, Mobile Development

Amrita Vishwa Vidyapeetham   Kollam, KL
B.Tech in Computer Science   *Jul 2018 – Aug 2022*
- Coursework: Data Structures & Algorithms, OS, Object Oriented Programming, Compilers, ML/NLP, Databases