

iPhone Developer With 5 Years of Experience

Profile Summary:

- Hands on Experience on developing native iOS based mobile applications.
- Good amount of hands on coding experience on iOS SDK.
- Experience developing Apps for the iPhone.
- Coding skills in Objective C, Swift, Cocoa, iOS SDK, and Interface Builder.
- Have excellent coding skill by meeting the expected coding standards.
- Good team player with excellent communication and presentation skills with strong attitude towards learning new technologies.
- Comprehensive problem solving abilities, excellent verbal and written communication skills, ability to deal with people, willingness to learn, team facilitator, hard worker.
- Creative problem solver, self motivated, and have a keen eye for detail.

Technical Skills:

Languages	: Swift and Objective C
Mobile Application Development	: iOS
Development Tools	: Xcode, Sourcetree, Postman

Educational Details:

- B.Tech (Electronics & Communication Engineering)

Key Projects:

Trustwave

Description: This application is about connecting the vpn to the client server by installing certificates from the application itself. It is providing tunnel to the client server that application can directly communicate with their server.

Responsibilities:

- Requirement capture and conceptualization of functionality of application.
- Architecture design and documentation.
- Handled and managed development process
- Customizations and developed business logic as per business requirements
- Created and handled different modules
- Involved in peer code reviews and direct client calls
- Requirement analysis and design

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

Playnet

Description: This application is an online gaming platform. Playnet contains largest collection of games in just one application. User can play various number of games in one application and compare the scores with other users which includes facebook friends and users in the world.

Responsibilities:

- Requirement capture and conceptualization of functionality of application.
- Architecture design and documentation.
- Handled and managed development process
- Customizations and developed business logic as per business requirements
- Created and handled different modules
- Customizations of very user friendly and technically complex UI.
- Involved in peer code reviews and direct client calls
- Requirement analysis and design

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

Uchange

Description: This is a currency exchange application say if someone is traveling to foreign country and he/she need to exchange currency, this is an app designed to exchange currency with other people having same kind of needs. User can create a currency exchange request via app. The currency real rates are always up-to-date by some very reliable currency exchange third party APIs. Once the exchange request is created this exchange begins available to all other users who are looking for the currency that requester have. uChange shows user the closest match to user's search, in respect of amount and distance. By going to the exchange detail an user can chat to other user who created his/her matching exchange and can mutually decide to exchange currencies. App uses an open Source library socket.io to implement chat feature and powered by a geo-location algorithm with google map. User is notified by different remote and local notification to keep him/ her updated for the exchange request. App is well integrated with different social media platforms like instagram, Facebook, LinkedIn, Gmail etc. User have two level of security in uChange one are normal user and others are verified users to provide maximum level of security to it's users.

Responsibilities:

- Handled and managed development process
- Customizations and developed business logic as per business requirements
- Created and handled different modules
- Customizations of very user friendly and technically complex UI.
- Involved in peer code reviews and direct client calls
- Socket.io integration for stable chat experience
- Requirement analysis and design
- App Store deployment

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

Owl

Description: Owl is a live application and is developed in Swift 1.2 and is a browsing application.

Responsibilities

- Implemented feature for Push Notification and Device location
- Implemented deep linking feature through Branch and Facebook
- App Store deployment

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

Webbing

Description: Webbing is an iPhone App, developed to manage the Wi-Fi Router. Coding of this app is in **Swift 2.0** language. This application displays information for Router status such as Battery Information, Network Information, data consumption, list of connected devices, downloading and uploading speed and other services and settings of device. 1

Responsibilities:

- Requirement capture and conceptualization of functionality of application.
- Architecture design and documentation.
- Handled and managed development process
- Writing the complete code independently
- Involved in peer code reviews and direct client calls
- Implemented Google Analytics with Cocoa Pods

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

Picay

Description: Picay is a live application on the Appstore and this iOS based application is developed in Objective C for automatically sharing photos within a private group and controlled period of time. Proven perfect for private photo sharing situations such as vacations, weddings, nights out with friends, concerts, football matches or simply your everyday life.

Responsibilities:

- Modified the existing base code to implement new features.
- Have supported the client with quick and efficient bug fixing in quick turnaround time after implementation.
- App Store Deployment

Authoring Tool: Xcode 10.0

Technology: Objective C

VsApp

Description: This iOS based application is developed in Swift 1.2 for comparing two photos and sharing photos on the social network like Facebook, Instagram, Twitter, Whatsapp, Google+, etc with different categories such as food, place. Application is used for polling from the users within application for the user on VsApp.

Responsibilities

- Integrated SDKs for above Social Networks
- Implemented Sharing feature for above social networks

Authoring Tool: Xcode 10.0

Technology: Swift 4.2

