**SUMMARY**

* 7 plus years of experience in mobile applications design and development on iOS platform for various domains.
* Expertise in development of both iPhone and iPad applications. Consuming all the required API's for mobile application in an efficient way.
* Experience in iOS application development using Objective-C, Swift, iPhone SDK and Cocoa Touch framework.
* Experience in implementing multiple OOP architectures including: MVC, KVO, Singleton
* Extensive experienced on client server applications using the web services of type REST, WSDL, POST, SOAP and parsing of data using the XML and JSON parsers.
* Extensive experience in efficiently prioritizing on projects utilizing IT process knowledge and software Development Life Cycle (SDLC) including Strategic Systems Planning, Analyzing, designing, Implementing and Maintaining.
* Extensive experience in using the API's and frameworks for iOS application development. The frameworks include, CoreGraphics, Media Player, AVFoundation, MapKit, CoreLocation, Foundation, Core Data, System Configuration, Security, AddressBook, EventKit, Core Telephony, UIKit and Pass Kit
* Detailed knowledge in MVC architecture, OOPS concepts and programming languages including Objective C, C, C++, Java Script and HTML versions.
* Experience in Native iOS applications that incorporated Video/Image capture API’s (LTU image recognition, Mood-stocks -Augmented Reality), Signature capturing, JSON, Core Data, Accelerometer, Push Notifications, Local Notifications, Localization, REST/SOAP.
* Experience in Agile methodologies and Waterfall methodologies.
* Worked on the SCM tools like GIT, SVN, and Jenkins RTC for source code management.
* Good knowledge of Cocoa Applications and iOS developer portal for App distribution and provisioning
* Experience on third party libraries and frameworks like CorePlot, FMDB and AFNetworking.
* Experience on using the SQLite DB for local storage of data.
* Experience on testing tools like Quality Center for shortcoming.
* Experience in bug fixing, debugging, analyzing the reports related to crash and coming up with solutions for challenges and requirements in the applications.
* Efficient in latest iOS and implemented advanced cutting edge feature like Image Recognition technology and Augmented Reality and E-Signature capture.
* Experience of Integration of social media platforms like Facebook and Twitter.
* Experience in using tools kits Xcode, Interface Builder, Instruments and Storyboards.

**EDUCATION**

* Associates in Science in Computer Science - Hudson Valley Community College, Troy, NY

**SKILLS**

|  |  |
| --- | --- |
| **Languages/Script**: | **Swift**, Objective-C/C/C++, JAVA, SQL, and HTML/CSS. |

|  |  |
| --- | --- |
| **IOS Expertise** | IOS Development in Cocoa/Objective –C, Cocoa Bindings and Custom Controls, NSOperation threading and Blocks, Audio Toolkit, Core Image, Apple Push Notifications, CoreLocation, Profiling memory and performance with instruments, App Store Provisioning and Submission, Enterprise App Deployment, Ad Hoc app distribution, Subversion version control. |

|  |  |
| --- | --- |
| **Data Formats** | XML, Soap, JSON, HTML, RSS. |

|  |  |
| --- | --- |
| **Methodologies** | Agile Development, Restful Web Services, and MVC. |

|  |  |
| --- | --- |
| **Database** | SQLite, MySQL. |

**PROFESSIONAL EXPERIENCE**

**Sr. IOS Developer Consultant @ WebMD**

**WebMDRX - Atlanta GA August 2015 – Present**

Link: <https://itunes.apple.com/us/app/webmdrx-prescription-drug/id1115280779?mt=8>

WebMDRx is an iOS app that helps users save money on prescription medications. With WebMDRx, one can search the prices of your medications across over 60,000+ pharmacies nationwide, and know what one will pay BEFORE going to the pharmacy counter. User could compare costs for the prescription medications with the WebMDRx Savings Card, and then select the price and pharmacy that are right for the user.

* Worked on the customizations for landing, overview and slide menu screens.
* Responsible for developing the results screens - Tableview and mapview.
* Work with Junior Developers to reach target deployment dates.
* Implemented analytics to track the usage of the app
* UI and Application Designing using Storyboards
* Establishing testing environments and process
* MapKit and Core Location frameworks used to display product locations on map and find products closer to user.
* Worked on Xcode 7+, Swift in the core development process of the application.
* UI was developed by in-house graphic design team and implemented by development team
* Web services used to connect to database were NSURL, NSURLSession and Grand Central Dispatch
* UIKit framework was implemented to display the latest product information, images and pricing
* Parsed server side response with NSJSONSerialization
* To get all product information a secondary role was to implement connection to server.
* Implemented NSOperations to parallelize sequential long running data fetches that were not cancelable.
* Backend response was JSON based and parsing was done using NSJSONSerialization
* Extensively worked with CoreData to save user's favorite items
* CoreData Framework was implemented to keep track of user's favorite items
* Git repository was used for version control and IDE used to connect to repository was Versions
* Profiled and debugged the code using Instruments to improve the overall performance of the application.

**Sr. IOS Developer Consultant @ Porsche (contractor)**

**Motorsport - Atlanta GA July 2014 – July 2015**

Link: <https://itunes.apple.com/app/porsche-motorsport/id447212336?mt=8>

The Porsche Motorsport App offers the current results, race reports and pictures directly from the race track. User can even follow the top races live. User can also enjoy interesting background information on our works teams, drivers and racing cars as well as a multimedia section. Features like Live Coverage, Social & News, Race Calendar & Results, Pictures & Videos Vehicles & Teams .

**Responsibilities:**

* Extensively worked on iOS, MVC (Model View Controller), SDK, User Interface (UI)
* Responsible for customization of Social and News screens.
* Worked on MapKit to show car locations and other details.
* Integrated custom RESTful API’s live coverage and GPS tracking
* Develop and coded logic needed for several aspects of the app.
* Used MVC to design and architect the coding modules.
* Used TestFlight SDK to integrate adhoc testing of the application.
* Worked as an iOS developer in building the core technical platform for the product according to milestones set by the client.
* UIKit framework and core graphics framework was used to design and implement high end UI.
* Improve speed and functionality using Xcode performance analyzer.
* Analysis, design of a clean APIs to facilitate integration between existing and future modules.
* Designing, implementing and test new features according to functional spec such as GPS technology to find vehicle location and reference location.
* Designed and developed the UI to drop pins of car location and race track.
* Provided technical documentation and knowledge transfer.

**IOS App Developer @ Fueled**

**AthleteMinder, New York, NY January 2014 – June 2014**

Link: <https://itunes.apple.com/us/app/athleteminder-mental-fitness/id840957893?mt=8>

AthleteMinder helps to build mental skills the same way as physical skills, for any sport, any age, any level—anyone who wants to improve. By consistently using AM and reflecting on user type of day, user will learn to recognize, understand, and track patterns of mental skills required for training, competing, and resting.

* Created the overall design of application using UIKit framework.
* Tested the app, reported bugs, and fixed the bugs.
* Obtained data from Web Services using JSON library.
* Implemented login functionality by checking data input by user with data stored in database using Web Services.
* Involved in screen design of Landing and Reporting screens.
* Worked on PDF Framework to create reports
* Improve speed and functionality using Xcode performance analyzer.
* Analysis, design of a clean APIs to facilitate integration between existing and future modules.

**IOS Developer Consultant @ Fueled**

**Barneys New York iPad App - New York, NY January 2013 – January 2014**

Link: <https://itunes.apple.com/us/app/barneys-new-york-for-ipad/id630926064?mt=8>

The Barneys New York app is an iPad App that offers shopping the latest collections from Christian Louboutin, Isabel Marant, Proenza Schouler and more. Discover luxury designer shoes, bags, and clothing with ease. User could browse and shop exclusive lookbooks and video, receive personalized product recommendations, book in-store appointments with personal shoppers, shop Barneys New York’s entire legendary product catalog

* The architecture was developed UINavigationControllers where each tab has different navigations between them.
* Created proof on concepts for initial implementation of the application for demonstration.
* Worked on CoreGraphics and Quartz Core frameworks for custom UI components.
* Managed all required functionalities by special implementations with Date Formatters, writing Categories on required objective classes like NSString, UILabels, UITextViews.
* Maintaining the connection with server and fetching the data and parsing JSON structure using SBJSON parser which was a third party open source.
* Handled the client side session management and NSTimers.
* Handled the Touch Events for functionalities like touch and drag.
* Handled the UI with neat animations and gestures.
* Worked on multithreading using NSThreads and NSRunLoops.
* Making synchronous and asynchronous calls using the third party open source framework called AFNetworking
* Worked design, development and through unit testing on modules for insurance and investments module of the application from generating quotes and placing orders and integrated with payment gateway using PayPal.
* Worked with QA teams for testing and bug fixing.
* Responsible for unit testing of the app.
* Responsible for bug fixing and enhancements as per business feedback.

**IOS Developer Consultant @ Dash**

**Flaksbury St. Magazine app - New York, NY November 2011 – December 2012**

Flaksbury St. Magazine is an iPhone app that allows subscribers to keep up with the latest news in Fashion, Music, Tech, Design and Sports. The app also provides a platform for subscribers to express their lifestyle in these categories, allowing them to make post, follow, like, repost and interact with other subscribers in the Flaksbury St. community. The most popular post in each category is then featured in the magazine and the user is awarded giving users reputation within the community. Users can also RSVP to Flaksbury St. sponsored events from the application.

* Used MVC to design and architect the coding modules.
* Used TestFlight SDK to integrate adhoc testing of the application.
* Worked as an iOS developer in building the core technical platform for the product according to milestones set by the client.
* Implemented Parse backend database
* Addressed permance issuses with image caching and background fetches
* Implemented method to parse RSS feed from website into app
* Develop and coded logic needed for several aspect of the app.
* UIKit framework and core graphics framework was used to design and implement high end UI.
* Improve speed and functionality using Xcode performance analyzer.
* Analysis, design of a clean APIs to facilitate integration between existing and future modules.
* Designing, implementing and test new features according to functional specs.

**IOS Developer Consultant @ Dash**

**iTrain4Life app - New York, NY September 2009 – November 2011**

iTrain4Life is an iPhone/iPad App for personal fitness trainers. The app allowed trainers to save client contact info, track sessions, payments and balances. The app also reminds trainers and clients of sessions or past due balances.

* Developed iTrain4Life a fully functional iPhone application available via iTunes.
* Web services used to connect to database were NSURL, NSURLConnection, and Grand Central Dispatch
* Responsible for writing and debugging fully functional Objective-C code.
* Parsed server side response with NSJSONSerialization
* Implemented requested features from beta testers.
* Responsible for User Interface Design.
* Shared a major role in Task and project planning.
* Responsible for creating ERD and other project planning UML diagrams.
* UIKit framework was implemented to display the latest product information, images and pricing

**Web Developer,**

**Dash Developers LLC – New York, NY September 2009 – November 2011**

* Developed several websites using extensive HTML, CSS, JavaScript and PHP.
* Created web pages for a variety of clientele.
* Utilized CMS mainly WordPress.
* Utilized Adobe Photoshop’s image slice utility to form custom designed web pages and elements.
* Optimize SQL queries for better performance.
* Used localization to provided multi-language support.
* System Testing and coordinated with the sales team for feature requests.
* Use and manipulation of SQL based DBMS functions and use of materialized views.
* Involved in monitoring requirements, performing code reviews and verifications.

**Computer Technician**

**Dash Developers LLC – New York, NY September 2009 – November 2011**

* Maintain and repair desktop and laptop computers.
* Configure and troubleshoot printers.
* Configure and manage network and monitor performance and security of networks.