Experience Summary:

- Experience in building native iOS Enterprise applications using **Objective-C, Swift** programming languages.
- Extensive experience in development of applications consuming REST/JSON Web services.
- Hands on with development tools like **XCode instruments,** Eclipse IDE.
- Experience working on scalable environment using **Agile/SCRUM, Test driven development (TDD)** methodologies.
- Well-versed with developing creative User Interface for iOS applications following **Cocoa Touch** classes using storyboard and Xib.
- Expertise on MVC, MVP, MVVM Architecture.
- Hands on with **NSOperationQueue** and **GCD.**
- Experience with **push notification** and **local notifications**.
- Familiar with configuration and version control using **SVN**, **Git**.
- Experience with databases like **SQLite**, **MySQL** and **Core Data** to accomplish data persistence.
- Experience in writing Unit tests, automation and test cases.
- Work extensively on testing, troubleshooting, code review, preparing user documentation.
- Exposure to all stages of the SDLC, starting from requirements gathering, Design, Development, testing and deployment and production support.
- Generating builds. **.ipa** files and maintaining **Apple Developer Certificates.**
- Experience in **App store** submission.

Technical Skills:

Languages	: Objective-C, Swift
Design Patterns	: Singleton, Delegate, MVC, MVP, MVVM
Version Control Tools	: Git, SVN
Development Tools	: XCode, Instruments, Charles
Operating Systems	: Mac OS X, Windows
Mobile Frameworks	: Cocoa Touch, 3rd party
Database	: SQLite, Core Data
Web Services	: REST, SOAP
Project Software's	: JIRA, TFS, Version One, HP Quality Center etc.

Educational Qualification:

- Master of Computer Science from Western Illinois University, Macomb, Illinois, USA.
- Bachelor of technology in Information Technology from Jawaharlal Nehru Technological University, India.

Projects:

Client: Ascension Technologies **Chicago, IL/ Remote**

Project Name: Ascension Virtual Care **May 2020 - Present**
Role: iOS Engineer

Project Description: Ascension Online Care features virtual urgent care so that care providers can assist you and your family 24/7 with care that fits your schedule. Get the care you need, online anytime, wherever you are – at home, at work, or on the go.
Ascension Online Care is 24/7 one-on-one, personalized care where you and a doctor have a video chat using your mobile device. We work quickly to understand you and your unique situation, so we can provide the care you need. And it's secure and private.
We're here to treat you and your family for a wide variety of non-emergency symptoms and conditions
Have a favorite pharmacy? If you end up needing a prescription, we will send your prescription to your preferred pharmacy. Just add the pharmacy information when you are registering for your visit.

Job Responsibilities:

- Develop Ascension Virtual care application using swift programming language.
- Migrating Virtual care application to in house for more control of the application.
- Working with American Wellness mobile SDK to manage the key functions of the application.
- Creating views programmatically, Xib's and storyboards using auto layout to adjust to different devices and sizes.
- Enhancing UI components as per the new design requirements based on latest guidelines.
- Work with integrated American Wellness framework to fetch consumer details.
- Increasing project code coverage by adding unit tests using XC framework.
- Making UI components accessible and adding support for automation.
- Running tests to find out potential bugs and code changes that can break scripts.
- Quality control and assurance to develop a stable application.
- Adding testcases to the stories and tasks as per the criteria.
- Active Bug fixing as per priority and risk, participation in bug bashes.
- Update marketing texts as per inputs from business.
- Giving demos on active development stories at end of the sprint.
- Working with UX designer to develop and update UI components to be more feasible.
- Using Swift package manager and cocoa pods for managing 3rd party libraries in the project.
- Documenting the technical aspects and other 3rd party frameworks.
- Using JIRA to monitor stories and day to day tasks and Invision/Figma tools for getting UX specifications.
- GitHub for version controlling, pull requests and code review for code management.
- Working in Agile environment attending sprint planning, retrospectives, backlog grooming.

Environment: iOS, XCode 12, Swift, Objective-c, Unit tests, GitHub, JIRA, Jenkins, Agile
iTunes URL: https://apps.apple.com/us/app/ascension-online-care/id1455984349

Client: Hilton World Wide **Memphis, TN/ Addison, TX**
Project Name: Hilton Honors **July 2018 - April 2020**
Role: iOS Product Engineer

Project Description: Book any of Hilton's hotels and resorts in the app.
Check in with the app from anywhere, and you'll get to pick own room, with street maps to help find the perfect view. Order comforts like food, drinks, or more pillows, and they'll be waiting in room when you arrive. Text with real hotel staff straight from the app. The Hilton Honors app can even be your room key – Digital Key works at more than 3600 of our hotels and resorts. Manage your Hilton Honors account in the app. See how many points earned, see progress towards next status, and figure out the best way to use them. Members can even sign in with Touch ID and Face ID to keep accounts secure.

Job Responsibilities:

- Implement new requirements in the application following established architectural principles and existing reusable components.
- Design and Develop client`s consumer facing application in Objective – C and Swift programming languages.
- Create UI views programmatically and Xib`s using Auto layouts for adjusting to different screen sizes.
- Write clean and concise code which is stable, extensible and unit-tested appropriately maintaining code quality and principles.
- Work with several internal modules for separate features and 3rd party libraries using cocoa pods.
- Develop application using MVVM design pattern architecture.
- Write unittests using XC framework to increase code coverage of the application.
- Make UI components accessible and support for automation.
- Setup automation framework (Appium) to add automation for the project.
- Test code changes and other defects to control the quality of code.
- Write testcases and acceptance criteria for the stories to track scope.
- Work with TRFramework to use Digital Key functionality.
- Develop Digital Key Share feature for sharing room access with other people in your party.
- Develop Upgrades feature for handling complimentary room upgrade for loyalty recognition.
- Work with maxymizer and customer relevant gating operations for handling feature flags.
- Frequent field testing at real Hilton properties to analyze the performance of the application.
- Create working proof of concepts with the latest designs including detail documentation and demo the concepts for approval.
- Use Crittercism to monitor crash logs and usage of app version by users.
- Work with other developers on the team to increase productivity and improvements to the application.
- Jenkins continuous integration and tagging release builds for modules.
- Frequent communication with product managers, scrum masters and creative team also documenting processes and decisions.
- Use Bitbucket for version controlling and JIRA for task managements, Jenkins for continuous integration.
- Track user interactions for the applications using Adobe analytics for business analysis.
- Debug, troubleshoot and resolve production issues coming from live application.
- Work in Agile methodology with participation in sprint meetings and discussions.

Environment: iOS, XCode 11, Objective - C, Swift, Bitbucket, Automation, JIRA, Crittercism, Agile
iTunes URL: https://itunes.apple.com/us/app/hilton-honors-book-hotels/id635150066?mt=8

Client: US Bank **Gresham, OR**
Projects Name: Push Provisioning & WCAG & Program Increment **Nov 2017 – July 2018**
Role: iOS Developer

Project Description: US Bank supports a variety of partners in providing credit cards services. Leapfrog, Elan and Fidelity are US Bank applications which support for partners like Ace, Kroger, Fred Meyer, Fry`s, Gymboree, Harley-Davidson Rewards, REI, Flex Perks Go etc...

- Push Provisioning projects is to enable the application to add credit cards to mobile wallets on users iPhone Devices.
- Web Content Accessibility Guidelines (WCAG) project is to enhance the application with new design and making the components accessible.
- Program Increment project is to replace web views with native components using Xib`s.

Job Responsibilities:

- Develop iOS application as per the business requirements from the product.
- Use Objective – C and swift programming languages for coding.
- Design UI views programmatically and also with storyboard.
- Address defects for iOS 11 and support for iPhone X.
- Add unit tests for code coverage and to detect regressions due to code changes.
- Setup UI automation and make elements accessible to add automation flow.
- Quality control project by running tests and fixing defects.
- Use PKPasskit for adding credit card to Apple wallet.
- For WCAG, following accessibility guidelines and changing the components accordingly.
- As part of program increment replacing web views with native components using Xib`s.
- Rewrite the features in MVP pattern allowing for unit testing.
- Validate responses and error handling to prevent unexpected behavior.
- Consume Web-services for validating the data from back-end services.
- Handle Provisioning Profiles and certificates for develop, adhoc and enterprise builds.
- Use GitLab for Version Controlling and monitoring tasks in Version One.
- Everyday Scrums and Defect monitoring from HP Quality Center.
- Generate adhoc builds and release for internal testing.
- Work with Internal Networking library for handling network calls.
- Collaboration with team members to maintain consistency across the board while developing.
- Tested in different environments for security and performing penetration testing.
- Participate in testing for analyzing the performance of the application.
- Write test cases and documentation for turnover defects.

Environment: iOS, XCode 9, Objective-C, Unit tests, Keychain, GitLab, HP Quality Center, Agile
iTunes URL: https://itunes.apple.com/us/app/u-s-bank-flexperks-go-mobile/id575208705?mt=8
https://itunes.apple.com/us/app/harley-davidson-visa/id555099916?mt=8

Client: Walt Disney World **Celebration, FL**
Project Name: DCL Navigator (Disney Cruise Line Navigator) **Aug 2016 – Nov 2017**
Role: iOS Developer/ Lead

Project Description: Disney`s Cruise Line Navigator application lets the user to explore the ship from bow to stern with Deck plans and also the ports that user will be visiting with featured articles during their voyage. The Disney Cruise Line Navigator can be used on all the 4 Disney Cruise Line Ships. The application provides some useful information and features like:

- A daily onboard calendar of events and activities.
- A personal planner to save schedules and favorite activities.
- A complete deck plan and guide to the to explore all there is to do.
- Onboard Chat feature, to stay connected to family, friends, shipmates.
- Provides a wide array of Disney emoticons to express in chat.
- Information about ports of call and at-sea days.
- Menus before dinner, dinning locations and timings, restaurant Information.
- Provides information of Movies, Parties, Spa, Pools, Youth Clubs, Deck Parties etc.

Job Responsibilities:

- Developing iOS application as per the business requirements gathered from the product and Creative teams.
- **Lead** the project for iOS Platform for over 6 months.
- Use of Objective – C and Swift 3 Programming languages for coding.
- Participation in workshops for discussing future facing work.
- Sprint Planning and maintain tickets on JIRA as per the scope for developers.
- Enhance the application with the new design using Disney Snowball Components.
- Design the UI views using storyboards and Xib`s.
- Provide accessibility for the components as per requirement.
- Discussions with the Creative team to providing feasibility.
- Consume Web-services for displaying the data from back-end services.
- Used core data to store the JSON response and creating database tables.
- Review Pull-requests and Buddy testing before moving the tickets to QA.
- Tweak the application as per the user's feedback on App Store to increase the Guest Experience.
- Worked in Agile Environment and using GIT for Version Controlling and JIRA ticketing System.
- Participate in Sprint Planning and retrospectives and demos.
- Everyday Scrums and Defect triage sessions to prioritize the future work.
- Collaboration with team members to maintain consistency across the board while developing feature.
- Work with XMPP framework and Openfire for messaging service.
- Maintain some internal organizational libraries for reusable components.
- Perform Unit tests and Continuous Integration (Jenkins) for quality Code.
- Participate in real time port testing occasionally for analyzing the performance of the application.
- Monitor Logs and identifying the live issues using the New Relic.
- Support for in-market application for production issues, On-call support.

Environment: iOS, XCode [7 - 9], Objective-C, Swift 3, XMPP Framework, Disney Libraries, CoreData, Keychain, JIRA, Git, Jenkins, Agile.
iTunes URL: https://itunes.apple.com/us/app/disney-cruise-line-navigator/id671153791?mt=8

Client: Caradigm
Project: Ward Round **Bellevue, WA**
Role: iOS Developer **Aug 2015 – July 2016**

Project Description: Ward Round application, a solution for hospital wards that will help replace existing paper-based processes for collecting information at the point of care. The ward round is where patient care is reviewed and planned, and consequently where most clinical decisions are made and reviewed: what tests to order, what treatments to change and when the patient is safe to be discharged. Caradigm's Ward Round application captures and displays the following information in a patient-centric view:

Medical history;
Current medications;
Laboratory test results;
Investigation reports;
Vital sign observations; and
Jobs list for each patient.

This application is currently available only for the RNOH, UK based hospital group.

Job Responsibilities:

- UI designing and discussions with the UX designers.
- User Interface work to enhance the usability of the application.
- Using **Swift** language to write model classes.
- Consuming RESTFUL web services.
- Update API`s for consuming the web services in order to get the desired details of the patients.
- Update GUID`s for consuming the data query to increase the performance.
- Work with Typhoon framework to accommodate the Dependency Injection.
- Work with Image Picker to change the patient pictures and taking images.
- Integrate the page view controller to display the images.
- Using the table view and scroll view to display the data and observation results.
- Added popup functionality to avoid the truncation of the information on UI.
- Work with Date Picker to manage the date and time depending on the client and server time zone changes.
- Developing charts for the application for showing the observation values (Includes iOS Charts and Shinobi charts).
- Work with instruments to analyze the application and clearing the memory leaks.
- Modifying the application icons and splash screens.
- Using auto layout for the UI elements.
- Integrating other application by using the same classes by moving them to library.
- Fixing bugs as per integrating the development work.
- Quick turns on RMR`s and regressions.
- App Still in progress to include new requirements and other features as per the client requirement.

Environment: iOS, XCode-7, Objective-C, Swift 2.3, CoreData, Local Authentication, Typhoon Framework, Agile Workflow, Daily Scrums, Sprint Retrospectives and loading.
https://www.caradigm.com/media/159110/Caradigm_Ward_Round_Application.PDF
https://www.caradigm.co.uk/en-gb/solutions-for-population-health/ward-round-application/

Client: Mayo Clinic
Project: Mayo Clinic **Rochester, MN**
Role: iOS Developer **Oct 2014 – Jun 2015**

Description:

The Mayo Clinic app is an all-new easy-to-use mobile app that allows the ability to actively manage user's health reports. Specifically designed and optimized for iOS 8 to streamline navigation to the most important features, the Mayo Clinic app includes integration with Apple Health to share data to and from Mayo Clinic allowing you to be fully in charge of your personal health data.
The Mayo Clinic app offers improved features to simplify your health:

- View medical record results in real time and manage details of scheduled appointment.
- Request an appointment and communicate directly with care team through secure messaging.
- View Clinic health data through app dashboard and radiology images.
- View Mayo Clinic videos from your phone or tablet.

Responsibilities:

- Gathering requirements and divide work in to modules and integrate the code.
- Follow the MVC pattern and design custom User Interface.
- Sole creator and maintainer of Cordova/Phone gap plugin for iOS and Android.
- Build the business logic based on client requirements.
- Integrate third party frame works by using cocoa's pod like SDWebImage.
- Consume web services and stored the data locally with Core Data.
- Develop application for both iPad and iPhone layouts.
- Implement the Touch Id for sign in.
- Create developer, distribution certificates and provisioning profiles.
- Work on Image Picker to set profile picture for the user account.
- Work on maps to display mayo clinic locations.
- Get user location by using Core Location Framework.
- Display radiology images of a patient.
- Synchronize the appointments to passbook.
- Download images from the server by using SDWebImage framework.
- Work on version control across common source code used by developers using Git
- Playback the videos with the help of MPMoviePlayerController.
- Deploy builds to app store.

Environment: iOS, XCode 6.0, Java Eclipse, Objective-C, SDWebImage, Media Player, Core Data, Map Kit, Local Authentication, Core Location.
iTunes URL: https://itunes.apple.com/in/app/mayo-clinic/id523220194?mt=8