

iPhone Developer With 2 Years of Experience

Professional Overview:

- Experience in the area of software development for mobiles(iOS Development), which includes understanding requirement specification, working on software design, coding, testing and maintenance.
- Experienced of working on iOS platform and frameworks and customizing it as per requirements.
- Undertaken full life cycle of mobile iOS Application Development that includes testing on device and simulator as well.
- Experienced in UX Design, can translate concept design into user interface on mobiles like iPhone, iPad iPod
- Expertise in using Design patterns and object oriented methodologies to design software for mobile phones.
- Experienced with Apple Approval Distribution Process, AdHoc Enterprise distribution.
- Experience of iPhone mobile application development and testing on device and simulator using x code and Swift.
- Involved in various parse level applications and well aware of parsing of SOAP, XML and JSON formatted services for iPhone and iPad.
- Was involved in Usability testing of the application during early releases of the application to modify any user experience elements to be changed.
- Worked on various architectures such as MVC, Singleton, Delegate and Notification patterns.
- Experience using version control and bug reporting tools like clear case, clear quest, svn, tfs and git etc.
- Experience taking a project from scoping requirements through actual launch of application.
- Knowledge of professional software engineering practices and best practices for the full software development life cycle, including coding standards, code reviews, source control management, build processes, testing, and operations.
- Experience providing prototypes / proof-of-concepts to the business content owners and users
- Experience in handling Web Services SOAP, XML, JSON RESTFUL.
- Worked on Core Data ability to write and troubleshoot SQLite Code and design managed Object context in objective C.
- Worked on latest versions of iOS 12.0 and Xcode 10.1, well versed with the latest changes in the industry.
- Having basic Knowledge of Objective-C programming language.



- Having working experience on SDK development in iOS.

TECHNICAL DETAILS :

- Languages/Environment: Swift, C, C++.
- Databases: Realm, CoreData, SQLite.
- Operating Systems: Mac OS, iOS, Windows XP.
- Development Tools: Xcode.

EDUCATION:

- Bachelors in Computer Applications.

Key Projects

Project :Howzzattt.

Technologies: Swift language in iOS

Descriptio: howzzattt a cricket and social app, fans here can mingle with other lovers of game and share, from fixtures to live scores, imagery, predictions and more

Projects: Muzibit (Music and social streaming app)

Technologies: Swift language in iOS

Project: Easyloc8(E-commerce)

Technologies: Swift language in iOS

Description: easyloc providers of services to add their services and products to be easily located by users. The app also permits service providers to consolidate their contact details and social medias in one location for users to easily find and follow them

Project: Facial Recognition System (Attendance system)

Technologies: Swift language in iOS

Description: The main purpose of this project taking attendance of the employee on the current working sites and taking his/her facial image and comparing with his database



Project: Hoopoun (E-commerce)

Technologies :Swift language in iOS

Description: “hoopoun” have great experiences every time they step out for a coffee, shopping, haircut, movies, restaurants, bars and much more. Simply make your day awesome based on your location and preferences.