

## Experience

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### Employee

#### SENIOR IOS DEVELOPER

2015 - 2020

Developed and launched apps in over 50+ countries that earned featured mentions in App Store.

Collaborated with scrum team to translate product requirements into implementable user stories.

Improved product quality through code reviews, writing effective unit tests and collaborating with QA on implementing automation testing.

Developed payment methods like Apple Pay, Venmo, Affirm and PayPal as it is easy and can make secure purchases through CheapOair/OneTravel app.

Migrated app from Objective C to Swift.

Migrated app from MVC to MVVM design pattern.

Developed entire redesigned Seat selection screens for flights.

Implemented third-party SDK and API's (AFNetworking, AppSee, UXCam, Google Analytics, Kahuna/Braze, Optimizely, PayPal, Facebook and App Insight).

Built features like "Price chart" on Flight listing screen which improved CR by 22%.

Apps in Appstore ; over 3M downloads on App Store.

Built Social SignIn in application using Facebook, Apple and Google+.

Achieved 100% app store approval rate on developed applications.

Worked with stakeholders such as Product and Design to find collaborative ways to deliver business value for all parties.

Researched and selected APIs for integration into development projects.

#### IOS DEVELOPER

2011 - 2013

Design and build advanced applications for iOS platform.

To own technical integrity and quality of applications / products is maintained across their lifetime, contributing to development of any technical changes being proposed.

Develop and consume RESTful web services using XML & JSON.

To receive requirements from senior business stakeholders and technical experts and translate them into technical requirements, identifying any gaps and negotiating required changes.

Experience in app approval process Key achievement:.

Developed server driven UI for Insurance screen.

Collaborate with UX, design and developers to build amazing experiences.

Functional requirements analysis and use case preparation.

Develop (TransAmerica Mobile app) using MVC architecture.

#### IOS DEVELOPER

2010 - 2011

Achieved 100% app store approval rate on developed applications.

Integration of key features like Notifications & YouTube Videos.

Requirements gathering from Product and Client for application.

Researched and selected APIs for integration into development projects.  
Followed Apple's Human Interface guidelines to create products aligned with iOS UI norms.  
UAT support for entire application.  
Worked on low-level design and development of new features.  
Performed code review and test cases review for developed features.  
Did performance analysis on code and carried out code refactoring.  
Functional requirements analysis and use case preparation.  
Consuming web services REST (XML & JSON).

SilverStone Talent, LLC