



PUSHPAK NARASIMHAN

iOS Developer | 8+ Years

OBJECTIVE

Seeking a position to utilize my technical, communication and improvisation skills wherein the job consists of perception, ideation and offers professional and personal growth.

SKILLS

- ➔ **Languages:** Swift, Objective-C, C, Java, HTML, JavaScript
- ➔ **Development IDE:** Xcode, Sublime
- ➔ **Operating Systems:** OS X, iOS, Windows and Linux
- ➔ **SCM:** Git, SVN
- ➔ **Database:** SQLite
- ➔ **Lint Tools:** Swift lint, FB Infer
- ➔ **Continuous Integration:** Xcode server, Jenkins, Fastlane, Bitrise

PROFESSIONAL SYNOPSIS

- ➔ **8+ years** of experience in designing, developing and releasing mobile applications (iPod, iPad, iPhone)
- ➔ Skilled in using tools like Xcode, Git, SVN for developing iOS applications
- ➔ Expert in debugging and solving technical issues affecting iOS applications using tools like thread sanitizer, memory object graph, Instruments etc
- ➔ Experience with Agile, KanBan, Waterfall and Scrum Methodology
- ➔ Clean, modular & scalable code using design patterns like MVC, MVVM, MVP, VIPER, Factory, Coordinator, Observer, Delegate, and Notification etc.
- ➔ Handling deep links, push notification configurations
- ➔ Experience in setting up continuous integration systems like Xcode Build Server, Jenkins, Fastlane, Gitlab CI Runner, Bitrise
- ➔ Expert in handling complex UI using auto layout, VFL

CAREER HISTORY

SENIOR SOFTWARE ENGINEER • SHUTTL • DEC 2019 – PRESENT

- ➔ Analyzing, designing, developing, unit testing, releasing and fixing bugs of features solving business requirements.
- ➔ Communicating with cross teams about requirements, strategies etc.
- ➔ Configuring CI/CD using Fastlane, Bitrise.
- ➔ Identified and fixed major crashes, performance bottleneck code, thread issues



Pushpak.Narasimhan@gmail.com



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<https://goo.gl/spPA9e>



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EDUCATION

- ➔ B.E • 2012 • Visvesvaraya Technological university
- ➔ 12th • 2008 • Karnataka state board
- ➔ 10th • 2006 • ICSE

ACHIEVEMENTS

- ➔ Technical pro award
- ➔ Budding star award

LEAD SOFTWARE ENGINEER • OLA CABS • DEC 2015 - DEC 2019

- ➔ Analyzing, designing, developing, unit testing, releasing and fixing bugs of features solving business requirements. Eg. Share, Pool, Self Drive, Outstation etc.
- ➔ Leading redesign and reskin for international launch
- ➔ Identified and fixed major crashes, performance bottleneck code, thread issues
- ➔ Introduced clean coding standards using tools like swift lint, Git pre hooks etc.
- ➔ Setting up continuous integrations using Xcode server + Fastlane

SOFTWARE ENGINEER • LOWE'S SERVICES PVT LTD • MAR 2015 – DEC 2015

- ➔ Analyzing, designing, developing, unit testing, releasing and fixing bugs of features solving business requirements.
- ➔ Communicating with the offshore team about requirements, strategies etc.
- ➔ Peer review, documentation of features, HLD, State diagrams.
- ➔ Worked on a couple of features for an internal store application.
- ➔ Thanksgiving: Script to automate the manual task of ensuring changes of configuration files on production after every release.

SOFTWARE ENGINEER • TECHJINI INC • AUG 2012 – MAR 2015

- ➔ Analyzing, designing, developing, unit testing, releasing and fixing bugs of features solving business requirements.
- ➔ Interacting with direct clients and taking ownership of end to end deliverables.
- ➔ Developed many applications for both Indian and international clients eg: US, Japan.
- ➔ Worked from onsite/client place for company like ServiceMax.
- ➔ CRM based mobile applications handling huge volumes of data with functionalities of offline mode.



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PUSHPAK NARASIMHAN

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PERSONAL INFO

Father's Name:

Mr. Narasimhan C

Mother's Name:

Mrs. Kanakalakshmi D

Date of Birth:

23rd Nov, 1989

Nationality:

Indian

Marital Status:

Married

Languages Known:

English, Hindi,
Kannada, and Tamil.

Passport No:

K3821492

DECLARATION

I hereby declare that the above-mentioned information is correct to the best of my knowledge.

PROJECTS

Project: Shuttl Consumer iOS application (iPhone, iWatch) | Team Size: 4

Project: Ola Consumer iOS application (iPhone, iWatch) | Team Size: 15+

Project: Lowe's Consumer iOS application (iPhone, iWatch) | Team Size: 10+ (Offshore + Onsite)

Project: ServiceMax Mobile (Worked on site from April 2014 - March 2015) (iPad) | Team Size: 15+

Project: An app for a Marathon (iPad and iPhone) | Team Size: 3

Project: Celebrity Clicks (iPad and iPhone) | Team Size: 2

Project: Karvachauth (iPhone) | Team Size: 3

Project: User Survey Static Library for game developers (iPhone and iPad) | Team Size: 2

Project: A container web view application (iPhone and iPad) | Team Size: 1

Project: Feed Reader (iPhone and iPad) | Team Size: 5

Project: Movie trailer animation (iPhone and iPad) | Team Size: 2



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