**Sr. IOS Developer**

**Firdous Mohammed**

Over 9 years of development experience in Information Technology, with a progressive and robust experience in Object-oriented technologies like Objective – C, Swift and experience in the full-life cycle of the software development process.

**SUMMARY:**

* Thorough understanding of iPhone, iPad, Apple Watch layouts and architecture of iPhone SDK (iOS 8 – iOS 15), developed a variety of apps using Objective-C and Swift (2 -- 5.5) for developing native iOS applications using Xcode on macOS (OSX) environment.
* Strong knowledge of all phases of Software Development Life Cycle (SDLC) and Mobile Development Life Cycle, which includes requirement analysis, designing, implementing, debugging, testing, fixing, deploying, and maintaining applications.
* Worked extensively on **Xcode, iOS SDK**, Interface Builder and Instrument.
* Deft at Object Oriented Programming (OOPS) with experience in **C**, **C++**, **Objective - C**, **Swift**& **PHP** languages Significant experience in **iPhone** and iPad application development.
* Expert at implementing IOS mobile development tools - **AFNetworking, Table Views, APIs, Core Data, Core Location, Magical Record, Map Kit, Core Graphics, Interface Builder, Cocoa Pods and Git for source control**
* Extensive knowledge of native frameworks like UIKit, Core Foundation with Cocoa touch, SwiftUI, Combine, CoreData, Core Animation, Core Location, Audio/Video frameworks etc
* Expert at the UX/Visual Designer I was responsible for creating the branding for the LMS that included producing deliverables like interactive style tile prototypes, coded interactive bootstrap mockups and a logo.
* Proficient in implementing UI/UX with Storyboards, XIBs, Auto Layout constraints and Size classes
* Extensive experience consuming **SOAP/REST** Web Services and APIs.
* Experienced in Native Mobile Application development with Social Media platform integrations such as Facebook, LinkedIn, Twitter & Google+
* Create/customize UI Views, Table Views, Tab & Navigation Bar as basic functionality in multi-view application
* Technical proficiency in the Frameworks - **iPhone SDK, UIKit, MapKit, WebKit, Audio Toolbox, AV Foundation and concepts like delegation, protocols and categories, Core Foundation, Core Data, Core Location, Core Services, Core Graphics, Core Animation, Quartz Core, Address Book and Message**
* In-depth knowledge of**MVC design architecture and Cocoa design patterns**
* Store & maintain user data for **IOS** using **NS User Defaults,** NS User Preferences & NS Notification Center
* Integrated Push Notifications, Local Notifications and Bluetooth network connectivity.
* Experience in working with Frameworks - WebKit, Audio Toolbox, AVFoundation, Core Data, Core Services, Core Graphics, MapKit, Core Location, Core animation & Quartz Core.
* Concentrated on Mobile Development for iPhone & iPad using Swift, SwiftUI and Objective- C.
* UI/UX Designer responsibilities included creating wireframes, mockups and prototypes upon request for upcoming projects and working with the client and the developers to meet project goals.
* Proficient in parsing **JSON, XML PLIST** and source control with **Git & SVN**
* Knowledge in Software Development Life Cycle **(SDLC)** with strategically designing & implementing the software, debugging, fixing and maintaining the software
* Good Knowledge in **Objective C, Swift, Cocoa, iPhone SDK, REST, SQLite 3, PLIST, JSON, XML**
* Proficient in developing web page quickly and effectively using **HTML5, CSS3, JavaScript and jQuery.**
* Experience using native Apple Frameworks and libraries like Foundation Framework, UI Kit, Core services, Core Graphics and 3rd party SDKs like Google Maps, SwiftyJSON, Alamofire, AFNetworking, etc using CocoaPods. Created UI and functional implementation using MVVM+C with RxSwift and RxCocoa,
* Expertise in MVC design architecture, Cocoa design patterns and concepts like singleton, observer and delegation.
* Proficiency in handling memory on the device locally using NSUserDefaults, Core Data, Realm, p-list files for storing and maintaining the user data for iOS Applications.
* Created and customized views, table views, tab bars and navigation bars, which are some basic functionalities in a multi-view application.
* Converted code from UIKit to SwiftUI and Combine for existing and new functionalities
* Involved in Designing Complex Salesforce Community mockup and wireframe using latest styles.
* Proficient in using version control systems like Git using Command Line Interface, source control inside Xcode and 3rd party tools like Source Tree, GitHub Desktop.
* Good knowledge of In-App purchases, App Store submission, Push Notifications and Enterprise Deployment.
* Experienced in working with JSON, to display data on iPhone/iPad.
* Experience working in Agile/Scrum and providing technical guidance to the test teams to build manual and automated test suites. Worked in the internal process using SCRUM Agile methodology with supervision.
* Collaborate with senior mobile and senior backend developers in an Agile Methodology with little supervision. Worked with UI Web view and WK Web view integration with custom UI components.
* Participate in SPRINT Review to discuss project progress and take necessary steps; interact with SCRUM team programmers, testers, product owners & stakeholders to deliver right project value at the end of each sprint Experience in using source control tools like GitHub and SVN.
* Well - versed in Xcode, programming with Swift and SwiftUI.
* Created design deliverables such as specifications, process flows, mockups, wireframes and interactive prototypes.
* Worked in Agile/Scrum methodologies, part of grooming session, Sprint Backlog refinement.
* Extensively developed applications using Object Oriented (OO) Design Principles, SOA-driven apps with JSON, and XML. Good Experience on MVVM and MVC design pattern.
* Well experienced on client server applications consuming the web services of type REST, SOAP and parsing of data using the JSON, XML parsers. Writing the code for synchronous and asynchronous calls.
* Proficient in developing Mobile Application with Social Media platform integrations such as Facebook, Twitter and Cortex with OAuthtoken handling.
* Migrated from RxSwift to Combine and from UIKit to SwiftUI.
* Designed various Mockup, Wireframes and style guide for all responsive platform.
* Written Unit test case for every logical / functional implementation and UI test cases for validating the UI automated flow. Tracked User reports, App Metrics, Crash logs using AppDynamics.
* Worked on creating all the banking operations in native using Swift UI and Combine as PoC.
* Used perfecto to run automation testing for our suite of test cases to make sure the build we deliver to QA passes their existing suite of test cases. Built UI using SwiftUI.
* Keeping in mind about teh branding and portal standard made mockups for mobile (Android/IOS), ipad and desktop versions.
* Having good experience with the tools like Jenkins, Crashlytics, AppDynamics, Source Tree, Rally and JIRA.
* Good experience in working with Accessibility (ADA) and multi-language localization support in application.
* Experience in developing and Integrating Frameworks
* Excellent communication, organizational skills, attention to detail and the ability to meet tight deadlines.

**EDUCATION:**

* Master’s in Information Systems Security, University of the Cumberlands ,USA (2015-2018)
* Bachelor’s in Electrical and Electronics Engineering, JNTUH, India (2010-2014)

**TECHNICAL SKILLS:**

**Programming Languages:** Objective C, Swift, C, HTML, CSS, Swift UI.

**iOS Applications:** Objective-C and Cocoa development for iPhone and iPad devices in XCode Interface builder-UIKit, Cocoa touch, core Data

**iOS APIs and SDKs:** Cocoa Touch**,** UIKit Framework, Storyboard, Core Motion, Auto layout, Core Data, Core Location, Core Graphics, Web services, UI MapKit, SQL lite, Core Bluetooth API’s, Security Framework, Rest API, Map Box, Search Ahead.

**Databases:** SQL server 2005/2008, SQLite with Core iOS sandbox

**Operating Systems:**  MAC OS X, Linux, Unix, Windows

**Tools:** XCode6.0/6.1.3/7.0/8.0/9.0/10/13/14.2, Visual studio 2005.

**Development Tools:** CVS/SVN/GIT

**Professional Experience:**

**Client: CVS, Phoenix, Arizona**

**Role: IOS Developer**

**Duration: July 2022 – Current**

**App Link:** [**https://apps.apple.com/us/app/cvs-pharmacy/id395545555**](https://apps.apple.com/us/app/cvs-pharmacy/id395545555)

**Responsibilities:**

* Used Objective C and Swift for developing multiple in-house applications.
* Analysis of requirement, design development, code review and bug fixing. Worked with an agile team of 4.
* Worked on Core Location services to get End user/Customer geographical location in order to trace the location where the transactions are actually being made and update the location, type of the transaction, ID Number on the Transaction Detail Screen, in a Table View format when a transaction is made using the mobile app. used Swift UI framework to build user interface for apps.
* Expert in Storyboarding, Core Data, Internationalization and Localization, iBeacon Bluetooth Low Energy (BLE), Unit Testing, over-the-air Ad Hoc App Distribution, in-app purchase, ad and analytics integration, Auto Layout, Apple Push Notification, SwiftUI, and Combine reactive programming
* Involved Designing enterprise standard mockups using Photoshop and illustrator.
* Used SwiftUI to animate and add gestures to the app. Worked with Swiftui library for iOS development.
* Created View controllers both programmatically and through Story Boards.
* Customized UI Collection View Cells to show, image Icon, title subtitle and account information when needed. Worked with SwiftUI to build apps across Apple platforms with the power of Swift .
* Developed the UI screens by integrating different Views and Windows to make them user friendly.
* Coordinated with the design and development team to define the user interface**(UI/UX)**requirements for the application and develop the wireframes. Worked in an **Agile Scrum environment**
* Excellent track record of designing and implementing flexible solutions in Mobile IOS application Development using UIKit, SwiftUI, and Core Foundation with Cocoa touch
* Sketched out early design concepts, created wireframes, designed mockups
* Used Core Location Framework to get the user current location accurately using**CL Location Manager**.
* Utilized **POST/GET** method on **RESTful API**web service calls to upload and download new property information along with image. Implemented Reverse **Geo Coder** to find the rider current location.
* Used **NSURL** Session to communicate **Web server**to collect property related information in **JSON**.
* Worked extensively with google API's creating route map. Worked with **Git** for source code versioning.
* Used **MF Mail Compose View Controller** to send email or SMS.
* Ability to create views using Storyboard, XIB, and through implementing views programmatically and SwiftUI.
* Executed all visual design stages from early concepts to high definition mockups.
* Used **NS JSON** Serialization to serialized**JSON** to read the response that came through the server and also worked on **APNS** Participated in android application development by using **JAVA, JEE**
* Used base layer functionalities to write the Swift program using Swift Standard Libraries such as Data types, Structures, Class, Functions, Protocol, Enumerations, and Abstractions.
* Involved in AGILE practices, attending daily agile (SCRUM) meetings and SPRINT retrospective meetings. Worked with an Agile, Scrum methodology to ensure delivery of high-quality work with every iteration.
* Sub classed UIView to show a dialogue box inside UICollectionViewCell which also had UI buttons in it.
* Created a side swipe menu controller which makes it easy to navigate through the application.
* Implemented and designed various UIViews according to the clients’ requirements: UI Navigation View, UI Tab Bar View, UI Table View, UI Custom Cell, UIAlertView both in Swift and Objective-C.
* Created Table View Controllers in the application and segue ways from different View Controllers.
* Profound knowledge in Object Oriented Programming with extensive capability in programming languages like, Swift, SwiftUI, Objective - C,JAVA and C++ .
* Worked closely wif user researchers to define features and interaction, leading to high-fidelity mockups of use case scenarios for teh design and product teams.
* Worked with UIActionSheets, UITableViews, CustomCells, UIScrollViews, Navigation Controllers, delegates, protocols, UI Page Control, UI Image Picker, and UI Date Picker. Used lldb in **Xcode** for debugging. Deployed Terminal utilization for **SQLite** database decryption and modifications.
* Worked extensively with **Objective C** and**Cocoa** frameworks. Created and used dynamic libraries for the future applications. Worked on web service calls **JSON** parsing included in the project.
* Created a module that captures the image and location details using the **Core Location**and **AV Foundation framework** respectively. Experience working with fabric kit framework for **IOS** App distribution.
* Expertise in **MVC design architecture**, **Cocoa design patterns**and concepts like **delegation, protocols and categories**. Implemented **SQLite 3** embedded database to capture user data.
* Used SwiftUI to design and develop proof of concept for some UI workflow.
* Prepared the Wireframes and Mockup screens using MS Visio to give an idea on the requirements and streamline the understanding with the Project Stakeholders.
* Oversee overall systems testing and migration of platforms and applications to production.
* Participate in **DAILY SCRUM** to discuss the progress in the sprints.
* Effectively communicated with business owners to explain limitations and provide feedback.
* Used Amazon S3 web service interface which is a safe and highly-scalable cloud storage.
* Handled Sales Force integration which was a crucial part of the project to deal with consumer data.
* Worked on NSDateFormatter to display dates as per the required style specific to different countries.
* Used Instruments to check for processing bottlenecks, memory leaks, and retain cycles.
* Improved application security using encryption to encapsulate sensitive data.
* I coded the app from scratch using SwiftUI and Firebase.
* Develop wireframes and UI mockups
* MapKit and Core Location frameworks were used to display product locations on map and find products closest to user. Implemented various OOP practices including MVC, KVO, and Singleton architectures.
* Worked with blocks using Grand Central Dispatch to asynchronously make queries to SQLite3 database.
* Made use of JIRA for maintaining the iteration dashboards which had the stories and tasks being worked.
* Developed unit test for testing specific functionality and logic. Involved in Core Data Framework using SQLite. Familiar with Core Animation / UI animation concepts.
* Helped solve issues with concurrency, loading data models, and SwiftUI view management.
* Experience designing user - centered interfaces, assets, layouts, wireframes, mockups, interactive prototypes, site maps, information architecture and responsive web design.
* Implemented Accessibility and Localizations on the application. Worked on parsing the JSON data.
* Setup Chef Server, workstation, client and wrote scripts to deploy applications.
* Deployed the applications to Tomcat Application Server and static content to Apache web servers
* Automated the continuous integration and deployments using Jenkins, Docker.

**Environment:** iPhone SDK, objective C, Cocoapods, Xcode, iOS 8.0/8.4, JSON, XML, Cocoa Touch, Cocoa frameworks, UiKit, SQlite, AFNetworking, HTML5, CSS3.

**Client: CITI BANK, Dallas, TX**

**Role: IOS Developer**

**Duration: Sept 2018 – July 2022**

**App Link:** <https://apps.apple.com/us/app/citi-mobile/id301724680>

**Responsibilities:**

* Write code to implement features that target iOS and backend systems that interact with each other to deliver content on Front End platforms like Mobile apps.
* Add new features to the iOS apps on Xcode, Swift, and Objective – C.
* Implemented Storyboards to define the app content, flow, View Controllers and add UI elements.
* Expert level understanding of the iOS SDK including UIKit Experience with RxSwift
* Preferred experience with GRDB Experience writing test with XCTest and XCUITest
* Experience developing, testing, shipping and supporting a product for hundreds
* Created extensions to existing swift classes to add additional functionality following SOLID programming principles. Worked on making the app compatible for iPad by converting the app into universal app.
* Followed protocol – oriented programming to decouple tightly coupled code and create loosely coupled classes and modules. Good Experience on API integration and used Codable for JSON parsing.
* Achieved callback mechanism in UI using closure and delegation.
* Coordinated in every phase of Software Development Life Cycle (SDLC), starting from Requirements, Design, Development, Testing, Building and Deployment.
* Gathered requirements for updating the UI and worked with the UI/UX team to ensure all update needs were met. Migrating the Code from Objective-C to Swift.
* Used Storyboards and XIBs to create the UI according to Client's requirements.
* Worked and implemented the Touch ID & Face ID feature to authenticate.
* Expert knowledge with iOS frameworks such as Foundation, UIKit, Security, Core Services, Object mapper.
* Used URL Session & JSON to communicate with the backend RESTful web services to get the appropriate data and display on UI. Worked with the backend team to discuss the services and the service contract.
* Good Experience on API integration. Experience building iOS apps using RESTful web services.
* Used design patterns such as Delegation, Singleton, MVC to build robust architecture.
* Worked on three different apps as part of project for IOS platform using Ionic v2 framework as a hybrid solution. Achieved callback mechanism in UI and calling the web service via closure and delegation.
* Worked with GCD and NS Operation Queue to achieve multithreading.
* Used Auto layout and size classes to build dynamic UI which supports all the device resolutions and orientations. Hands on experience with using GIT, Source Tree tools.
* Performed Objective-C to Swift migration to maintain existing functionality and preserve business logic.
* Added Integration, Unit and User Interface tests using XC Test framework for the required classes to achieve 80% code coverage. Used Auto layout to build dynamic UI which supports all the iPhone sizes.
* Implemented Relevancy pattern on iOS to show most relevant information to the user on their home screens. Deploying VM's, Storage, Network and Affinity Group through PowerShell Script.
* Used NSURLSession methods to request the data from server and send the response by implementing several HTTP methods like GET and POST. Used Postman for server-side APIs debugging.
* Followed TDD principles by starting each user story with Unit Tests, Integration Tests, and UI tests followed by code. Worked in an Extreme/Pair Programming environment (7+ hours a day of Pairing)
* Interact with Product Owners, Analysts and the backend team to implement functionality in the app and backend systems. Manage and Create Storage Account and Affinity Group in Azure Portal.
O Capture an image of a Virtual Machine. Attaching a Disk to a Virtual Machine. Manage and create Virtual Network and End Points in Azure Portal. Fixed defects that occur post production release cycles.

**Environment**: iOS 11(Min. Deployment Target) – iOS 15, Objective-C, XCode 13.2.1, Instruments, Interface Builder, Postman, proxy man Swift Lint, Agile Methodology, REST, JIRA, Confluence, Bitbucket

**Client: American Airlines, Dallas, TX**

**Role: IOS Developer**

**Duration: Oct 2015– Aug 2018**

**App Link:** <https://apps.apple.com/us/app/american-airlines/id382698565>

**Responsibilities:**

* Make changes in a complex code base by understanding the existing architecture and providing suggestions on new trends in the developer community.
* Mentoring junior developers in the team and also training developers from other platforms
* Created extensions to existing swift classes to add additional functionality following SOLID programming principles. Expert level understanding of the iOS SDK including UlKit Experience with RxSwift
* Performed Objective-C to Swift migration to maintain existing functionality and preserve business logic.
* Preferred experience with GRDB Experience writing test with XCTest and XCUITest
* Strong Working knowledge on Swift 4.0 and 4.2 through the project and experienced many improvements over Objective -C. Developed and managed user stories while providing status updates to Agile Scrums.
* Gathered requirements for how the application should look and built the application accordingly from the Design and Architect team. Project managed with Agile/SCRUM methodology, code delivered in 2-week Sprints. Integrated the basic Login and Forgot PIN pages and stored the password in keychain.
* Used GitHub to pull/push the code and make changes to it. Review and provide comments for the Pull Request and Daily interaction with the version tools.
* Developed the app using iOS frameworks, Alamofire, Observable, Encrypted Core Data, Core Graphics, SQL Cipher Frameworks. Experience developing, testing, shipping and supporting a product for hundreds
* Worked on the iOS concepts like BLE (Bluetooth), Camera, Core Data, Auto Layout constraints, Storyboards.
* Worked on the BLE devices (multiple knee braces) to show the device related information like real time steps, Angle, Flexion, Extension, Activity time and private data.
* Strictly followed MVC design patterns for smooth application performance and secured user credentials for better user interaction with the app. Implemented custom UI Views, Table Views, Table View Cell, UI Tab Bar, and UI Navigation Controller for easy navigation of the app.
* Added animation between UI Views for smooth transitioning and better user experience.
* Used NSUrlSession methods to request the data from server and send the response by implementing several HTTP methods like GET and POST. Created manual unit test cases and system testing.
* Worked extensively with Mapkit and Core location frameworks to provide locations in Map views
* Designed various application level classes and functionality using objective-C that are utilized across various PepsiCo applications (iPad app). Worked on HTML5 application using JavaScript, CSS3 and HTML.
* Used **NS JSON** Serialization to serialized**JSON** to read the response that came through the server and also worked on **APNS** Participated in android application development by using **JAVA, JEE**
* Worked in an **Agile Scrum environment**  Worked with **Git** for source code versioning.
* Used NSXmlParser class and methods to extract data from the XML response and populate it on the UI.
* Created custom views to existing TabBarController to display information upon performing different actions.

**Environment**: iOS 8.0(Min. Deployment Target) – iOS 12, Objective-C, Xcode 6 - 9 , Instruments, Interface Builder, Postman, SwiftLint, Agile Methodology, REST, Rally, Zeplin.