# Elango Sundaram

### iOS Developer

Passionate and experienced iOS Developer with a profound interest to innovate and loves pushing mobile technologies to their limits. Proven ability to develop, innovate and implement iOS Applications with Clean code. Consistently focused on improving efficiency, maximizing return of investment and enhancing user experiences on the platform. Holds strong organizational, analytical, problem-solving and decision-making skills.

# SKILLS



# iOS Developer

Tata Consultancy Consultancy

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### 011/2018 – Present

#### Achievements/Tasks

- Developed iOS Applications for various clients while working in TCS. Entire app build was driven by User Experience and packaged with functionalities.
- Writing Clean Code (i.e., establishing 'Clean Architecture') with MVP / MVVM patterns to build a sustainable and scalable
- product. Built reusable UI components and libraries that are readily deployable with increased modular capability.
- Functioned as a lead technical staff to run Business-As-Usual activities, provided / guided team with best practices on application development and be the single point of contact when it comes to QA, UAT and Deployment processes.
- Providing consultations / recommendations on a daily basis and helping TCSestablish trustworthy and long lasting relationships with clients.
- Translated basic design plans into full ios app frameworks, delegating project components to appropriate team members.
- Researched and selected APIs for integration into development projects
- Applied Apple's Swift development language to code native apps for los platform.

### EDUCATION MS SOFTWARE ENGINEERING VIT UNIVERSITY, Vellore

06/2013 - 05/2018

### CERTIFICATES

Trained on handling Firebase projects, GCM, Google Cloud Platform, Instant Messaging, Authorisations and Cloud Data.

Completed course on Udemy's iOS Development Fundamentals and Advanced iOS Development.

Trained on UX Design for Mobile Developers and Material Design for iOS.

Trained on Enhancing performance of iOS apps by GPU rendering and

Profilers.

3

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## **IOS PROJECTS**

### TATA PAY(Present)

- Developed the iOS app for TATA PAY's Retail Marketing Platform.
- Worked in iOS team, developed the iOS application and was responsible for UI, Testing and Deployment of the
- application. Worked simultaneously with other teams and encouraged modular development. and Lead the Team of four Junior iOS Developers .
- Technologies used -Swift, Xcode, Firebase.

### TATA CLIQ (06/2020 -11/2020) 🛛 🛃

- Developed the iOS app for TATA CLIQ's Retail Marketing Platform.
- Worked in iOS team, developed the iOS application and was responsible for UI, Testing and Deployment of the
- application. Worked in Payment Section . TATA CLIQ is live on Apple's APP Store

• Technologies used ·Swift, Xcode, Firebase

### Events Calendar (10/2018 – 01/2019)

- Events Calendar is a user-friendly library that helps you achieve a minimal Calendar UI with events
- mapping. The Calendar is designed and developed in such a way that every pixel of it can be modified as per one's wish.

• Events on the calendar is represented by a dot on the respective dates. Click actions and Mode selection is enabled which serves multiple

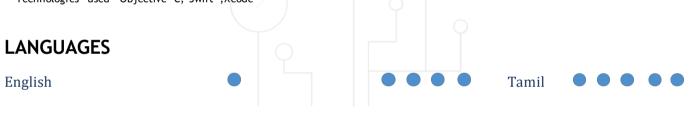
purposes. Technologies used Swift, Xcode.

### Employee Portal for Ceridian(01/2019 – 06/2019)

- Implements a simple yet effective user application for employees to track their daily activities
- Worked simultaneously with other teams and encouraged modular development. Technologies used
- Swift, Xcode

### Enhanced students tracking system (03/2015 - 08/2015)

- Android app that tracks all the activities of students in their day to day life such as attendance, marks, leave, OD and assignment details.
- Involved storing the students database in a secured manner, developing a data model that can be used easily as it followed ACID principles of Data Management.
- Technologies used -Objective C, Swift ,Xcode



Page 2 of 3