PANINDER KAUR

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IOS DEVELOPER

Results-oriented iOS Developer with practical expertise in developing high-performing apps in Swift and Objective C. Proven ability to troubleshoot complex issues, optimize performance, and anticipate future challenges. Adept at both independent and collaborative work, delivering exceptional user experiences and exceeding app store ratings.

PROFESSIONAL EXPERIENCE

Application Development Senior Analyst (Job Family Group - Software Engineering)

Accenture Solutions Private Limited **May 2021 - Present**

- Implemented Swift to produce clean, maintainable code that adhered to industry best practices
- Created E2E test cases for testing different UI Flows
- Worked closely with product managers, UX/UI designers, and QA teams to ensure smooth project execution
- Collaborated cross-functionally to develop and maintain iOS application
- Performed E2E testing and actively participated in code reviews to maintain code quality and reliability
- Worked on Jenkins and Buildkite
- Managed version control with Git and engaged in Agile/Scrum methodologies

Tech Lead - iOS **Nov 2020 - Mar 2021**

iOS Developer **June 2020 - Oct 2020**

Promatics Technologies Private Limited

- Engage in Client Handling activities
- Ensure product quality and oversee development processes
- Manage and regularly monitor team members' performance
- Facilitate skill improvement among coworkers, encouraging continuous learning
- Handle day-to-day inquiries to ensure application performance and responsiveness
- Uphold product quality and standards
- Troubleshoot code for usability, reliability, and edge cases
- Continuously explore, assess, and implement new technologies for enhanced development efficiency
- Publish applications on the App Store
- Design and implement application updates

iOS Developer

Cybernext Private Limited **Jan 2018 - May 2020**

- Collaborated with managers and designers to conceptualize an immersive iOS user experience
- Assessed client specifications, wireframes, and designs for technical viability
- Worked with the scrum team to convert client needs into actionable user stories
- Enhanced product excellence through code evaluations and cooperation with QA for testing implementation
- Upheld and optimized company protocols, practices, objectives, and ethical standards

Software Engineer - iOS

VLogic Labs **Nov 2016 - Dec 2017**

- Developed mobile applications utilizing iOS SDK
- Took the lead in developing applications from conception to final delivery and provided ongoing support
- Analyzed user requirements for iPhone, iPad, and iPod usage, strategizing application development accordingly
- Explored, assessed, and integrated new technologies to enhance the software development process
- Enhanced application performance by identifying and rectifying bugs
- Oversaw the App Store approval process

EDUCATION

Bachelor of Technology in Computer Science and Engineering | Sri Guru Granth Sahib World University, Fatehgarh Sahib, Punjab

SKILL SET

Operating Systems: macOS, Windows

Development Environments / IDE: Xcode

Programming Languages: Swift, Objective-C

App Architecture: MVVM, MVC, Singleton

App Monetization: In-App Purchase, Payment Gateways

Frameworks and Libraries: Cocoa Touch, Auto Layout, UIKit, CocoaPods

Version Control: Git

User Interface: Auto Layout, Storyboards

Project Management: Jira, Phabricator

App Distribution: App Store Approval Process

Networking: REST APIs, URLSession, Alamofire, Sockets, APNs Push Notifications

Testing: XCTest Framework, E2E Tests

Additional Skills & Tools: Debugging, OOPs, Localization, Social Integrations, Third Party Libraries, Application Lifecycle, Metes, Kobiton, Sourcegraph, Jenkins, Cadence, Metro, CI/CD build, Studio Simulator, Studio, Clean and Organized Code, iOS Application Development, Report Creation, Analytical Skills, Critical Thinking, Effective Communication, Team Management, Idea Development and Brainstorming, Task Prioritization, Problem-solving abilities

PROJECTS

Uber

Uber is an application mainly for online booking of rides. It has other sub-applications as Uber Driver, Uber Eats, Uber Freight etc. As a LOB owner, I oversee the development and maintenance of new functionalities and end-to-end (E2E) tests for my LOB. Additionally, I am responsible for comprehensive tracking of the LOB, including monitoring stability, identifying and resolving bugs, integrating new functionality, and managing the automated percentage of features.

- Implemented new functionalities and flow changes within the application
- Conducted feasibility studies for test cases within Test Suites before developing them into E2E Tests
- Utilized metrics for tracking test method stability and analyzed Jenkins logs and device logs
- Incorporated Accessibility Identifiers into the app code to facilitate access to UI elements in E2E Tests

Technologies & Tools used – Swift, Xcode, Metes, Git, XCTest Framework, XCTAssert, Monorepo, Phabricator, Sourcegraph, Kobiton, Jira, Studio, Cadence, Studio Simulator, Metro, EngWiki

Eassy Drive

Essay Drive, an application designed for truck drivers and companies, offers features for profile creation by both parties. Companies can post jobs, visible to drivers, who can conveniently apply directly. This platform simplifies the job search process for drivers, allowing them to browse and apply for positions that meet their criteria. Additionally, drivers can access detailed job descriptions and company profiles. Companies have the option to save drivers for future reference and track their location during active job assignments.

- Implemented location tracking feature using Sockets
- Developed and integrated filters to streamline search functionality
- Integrated Stripe and subsequently implemented In-App Purchase for subscriptions
- Handled Push Notifications
- Implemented Language Localization for Punjabi

URL- https://apps.apple.com/in/app/eassy-drive/id1538402587

Technologies used – Swift 5.2, Xcode 12.2, Rest Api's, MVVM Architecture, Stripe Payment, In-App Purchase, Alamofire, Push Notifications, Sockets, Location Tracking, Core Location, Localization, Otp Auto-Populate

HablaNow User & Maestro

HablaNow is an educational application designed for language learning. It consists of a maestro app tailored for teachers and a user app for students seeking to learn. The primary goal is proficiency in another language, with users having access to multiple levels such as Beginner, Intermediate, Advanced, and Pronunciation. Within each level, users can select specific topics of interest and initiate video call sessions for interactive learning. Maestros receive notifications upon receiving a call request, and the first to accept connects with the user. During the video call, slides of images are available to aid in the learning process.

- Integrated Twilio Video Calling
- Implemented In-App Purchase
- Utilized Feedly APIs for pronunciation assistance
- Integrated Clicksend SMS Service for messaging functionality

Technologies used – Swift 5.2, Xcode 12.2, Rest Api's, MVVM Architecture, Twilio Video Calling Sdk, Clicksend Sms Service, Feedly, In-App Purchase, Alamofire, Otp Auto-Populate, Push Notifications

GrainStore

GrainStore app serves as a tool for farmers to monitor the contents of their grain in the bins. Users can create a digital map of their bin yard, enabling them to tap on individual bins to access and modify specific information, including bin number, stored commodity, grain moisture level, and quantity. Additionally, each bin features a note pad for additional annotations. Users can seamlessly share their bin yard layouts with others, facilitating collaborative viewing and editing.

- Integrated Non-Consumable In-App Purchase
- Utilized multiple UIGestures to construct the bin yard interface
- Integrated features for inviting, sharing, and providing feedback
- Implemented REST APIs for data communication

URL- https://apps.apple.com/in/app/grainstore/id1438198560

Technologies used – Swift 3.0, Xcode, Rest Api's, In-App Purchase, Alamofire

GIV

An auction-based application allowing users to list products along with descriptions, with other users bidding on items of interest.

- Implemented Stripe Payment Gateway for secure transactions
- Integrated social logins through Facebook and Google SDKs for user authentication
- Utilized Sockets for bid placement functionality
- Implemented Autocomplete location feature for enhanced user experience

Technologies used – Swift 5.0, Xcode 11.5, Alamofire, Rest Api's, Facebook SDK, Google SDK, Core location, Mapkit, Stripe, Sockets

Dousic

Dousic is an entertainment app which offers radio streaming and music features, allowing users to connect with others, make friends, and follow each other. Additionally, it includes chat functionality and a timeline for sharing posts. Designed as a social media platform, it caters to artists and creative individuals such as photographers, models, eBook authors, and musicians.

- Integrated social logins using Facebook SDK, Google SDK, and Twitter SDK to facilitate user authentication
- Implemented radio streaming and music player features
- Managed push notifications across the application
- Utilized a Masonry layout to present content effectively
- Developed music upload functionality, enabling artists to showcase their talent

URL- https://apps.apple.com/in/app/dousic/id1297221223
Technologies used – Objective C, Xcode, Restful Api's, Facebook SDK, Google SDK, Twitter SDK, Cometchat, AFNetworking, AVPlayer

Corover Connect

A tourism app that facilitates user interaction within various groups, enabling users to engage with each other and designated staff members assigned to each group. Additionally, it features a panic button functionality that sends the user's location to all staff members within the chat for immediate assistance.

- Incorporated Facebook SDK to enable user login via Facebook.
- Implemented a QR Code Scanner for joining groups.
- Integrated location, image, and link sharing capabilities within the chat.
- Managed push notifications across the application.
- Integrated automatic upgrades and Appsflyer to track installations.

URL- https://itunes.apple.com/us/app/corover-connect/id1252229690?ls=1&mt=8
Technologies used – Swift 3.0, Xcode 8.2.1, Facebook SDK, Alamofire, Appsflyer, Rest Api's, Push Notifications

LookMe

LookMe is a salon application designed to provide users with access to various salon services, including service details, available dates and timings, and a streamlined payment process for booking appointments and completing transactions.

- Utilized advanced Datepicker functionality tailored to each service
- Integrated a booking process for selected services
- Implemented the Stripe payment gateway for secure transactions
- Enabled users to view details of previous and upcoming appointments
- Utilized location services to calculate distances within a specific radius

URL- https://itunes.apple.com/us/app/lookmeuk/id1286721064?ls=1&mt=8
Technologies used – Swift 3.0, Xcode 8.3, Alamofire, Core location, Stripe, Restful Api's

Phone Location Tracking

A tracking application that monitors the locations of selected users from our phone contacts. It includes a vibration feature that activates as the distance between users decreases.

- Utilized Core Location and Google Maps along with Google Directions for location services
- Integrated Google Search API for accessing location information
- Implemented vibration feature based on distance calculations
- Integrated Facebook SDK for user authentication via Facebook
- Enabled access to phone contacts, including contact numbers

Technologies used – Swift 3.0, Xcode 9.0, Alamofire, Rest Api's, Facebook SDK, Core location, Google Maps, Google Directions

Eduligo

A school-based application encompassing all school-related information, including academic records, events, sports activities, driver details, school bus routes, meal schedules, and more.

- Incorporated Core Location, Google Maps, and Google Directions for location services
- Developed distinct login modules for Teacher, Student, Parent, and Driver
- Parents have access to student progress, driver location along specified routes, student location, teacher communication, and school events
- Teachers can post and edit meal details, events, meetings, and communicate with students and parents
- Students can view all information posted by teachers and also their route to home
- Drivers have access to assigned routes and associated students

Technologies used – Swift 3.0, Xcode 8.0, Core location, Google Maps, Google Directions, Rest Api's, Alamofire

Mortise Group

A webview application catering to residential and commercial real estate developers.
URL- https://apps.apple.com/in/app/mortise-group/id1400036159 | **Technologies used - Swift 3.0, Xcode, Internet Reachability**

7Store

An e-commerce application offering a wide range of product categories such as household items, electronics, clothing, toys, and more for purchase.
Technologies used – Swift 5.0, Xcode 11.3, Alamofire, Rest Api's, Core location, Localization for Arabic language