



Krishna Venkatramani

iOS Developer

I am a passionate iOS Developer who is motivated to develop first class iOS applications with great user experience that will cater to the needs of the society. I am a iOS developer with three years experience with experience in UIKit , SwiftUI and Cocoapods with an insatiable curiosity to learn latest technologies and dedication to mastering existing technologies

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🐙 github.com/krish11031998-pythonwhisperer

SKILLS

Swift SwiftUI UIKit

Cocoapods Golang

Go Fiber React

ACADEMIC PROJECTS

Machine Learning of Orbital Propagation (09/2017 - 05/2018)

Used Neural Networks to develop a model to improve the forecasting performance of orbital propagators like SGP4.

Battery Management System for Electric Motorbike (09/2018 - 05/2019)

Worked on a design project to a develop a battery management system for Li-ion batteries. Tasked with designing and developing a hybrid control and condition monitoring system.

HONOR AWARDS

IBM University Business Challenge (08/2017 - 09/2017)

Semi-finalist in an inter-UK-university simulated business competition.

JP Morgan Code for Good (2017)

Participated in Hackathon where tech solutions were developed for charitable causes

Hack-on-Health (2019)

Participated in a Hackathon that focused on developing tech solutions to improve health of UAE citizens.

PROFESSIONAL EXPERIENCE

iOS Developer Rain Technology Inc

06/2022 - 09/2022

Dubai, UAE

Rain is a licensed cryptocurrency platform and custodian, trusted by thousands of customers in over 50 countries.

Tasks/Achievements

- ◊ Responsible for the developing features on the iOS app using UIKit using AutoLayout and Storyboards
- ◊ Develop efficient service layers to query data into the app while utilizing advanced data binding structures to a data-react UI
- ◊ Worked on developing new and updating existing UI Components in UIKit
- ◊ Worked on integrating SDKs (like LEANTech) into the iOS application
- ◊ Contributed to the development/maintenance of iOS modular libraries accessible via Cocoapods

Contact : Diney Bomfim (Principal Mobile Engineer) @ Rain - <https://www.linkedin.com/in/dineybomfim/>

TechOps Engineering Rain Technology Inc.

05/2021 - 06/2022

Dubai, UAE

Rain is a licensed cryptocurrency platform and custodian, trusted by thousands of customers in over 50 countries.

Tasks/Achievements

- ◊ Responsible for improving the customer experience by stabilizing the platform by diagnosing the backend and contributing bug fixes
- ◊ Developing custom in-house intra-company tools
- ◊ Worked on building and testing custom API endpoints for internal tools
- ◊ Worked on developing tests for API endpoints

Contact : Safeer Ahmed - Head of TechOps @ Rain

PROFESSIONAL EXPERIENCE

Junior Developer Searchie (now Ocean Insights)

01/2020 - 11/2020

Dubai, UAE

Tasks/Achievements

- ◊ Worked with Full-Stack and Deep Learning Team to help them develop and maintain Artificial Intelligence Video Interview platform.
- ◊ Tools used for FullStack : React.js ,Node.js,Express.js and LoopBack API.
- ◊ Tools Used for Machine Learning: Python , Tensorflow, OpenCV, OpenSource Libraries like OpenFace, OpenPose, etc.

Contact : Aparajitha Kalyan - +971585967980

Image Processing Engineer Intern Ana-Data

06/2018 - 12/2018

New Jersey, USA

Tasks/Achievements

- ◊ Worked on ClearFern project that utilized Artificial Intelligence and Image Processing to monitor the health plants in a hydroponic setting
- ◊ Worked on developing the Image Processing module of the project to compute the health of the plant using indicators like *Normalized Difference Vegetation Index (NDVI)*
- ◊ Worked on documentation of the Image Processing Module for future works [↗](#)

EDUCATION

Mechanical Engineering/Mechatronics [M.Eng.] University of Southampton

10/2015 - 07/2019

Southampton, UK GPA 3.3

Courses

- ◊ iOS Development
- ◊ Robotics
- ◊ Artificial Intelligence
- ◊ Mechantronics

PERSONAL PROJECTS

AR.T (SwiftUI) (10/2020 - 05/2021) [↗](#)

- ◊ AR.T It is a simple Art Exploration app that allows you to experience art in an Augment Reality form
- ◊ Integrated SceneKit and ARKit to display/place 3D Art Models in an Augmented Form
- ◊ Developed Service layers that query data from Cleveland Art Museum API
- ◊ Worked on custom UI components with animations and transitions
- ◊ Working on improving the performance of the App

ArtOcean (UIKit) (10/2022 - Present) [↗](#)

- ◊ Design-Development study of a NFT marketplace app
- ◊ Currently working on developing features to experience NFT Art in Augmented Reality
- ◊ Working on developing providing users to connecting their Metamask wallets
- ◊ Built using UIKit and AutoLayout without Storyboards
- ◊ Built custom TableViews, CollectionViews and UIKit Components

SUI (09/2022 - Present) [↗](#)

- ◊ Developed a UI library that can be used for building SwiftUI apps
- ◊ Developed versatile UI Components that can be configurable
- ◊ Deployed the UI library to Cocoapods