**Arunkumar Thakkar**

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**Experience Overview:**

* Over 12+ years of experience in designing & developing mobile applications native **(iOS) and cross platform applications using Kony (MEAP) and HTML5, JavaScript, CSS3, ReactJS and React Native.**
* Expertise in developing iOS applications using various cocoa frameworks such as Core data, Core locations (Map/GPS), Storyboard, Auto Layout, Geo fencing, Analytics and many more.
* Coding experience using **Objective C**, **Swift**, **JavaScript, React JS and React Native**.
* Hands on experience in developing multi-platform (Android, Windows, iOS) applications using Kony Visualizer, Kony Mobile fabric, Kony Sync, Kony Middleware, JavaScript, HTML 5, CSS3, JQuery and Bootstrap.
* Effectively achieved projects milestones and deliverables using Agile methodology
* Experienced in creating XCode based multi target project configuration, Cocoa pods, TDD Environment (XCtest), GitHub, Crashlytics based DevOPS configuration to support continuous build and continuous deployment.
* Very well experienced in working with foreign clients and or International work culture
* Expertise in designing and developing iOS applications following **MVC** and **MVVM** architecture
* Hands on experience on advanced iOS features like Auto layout, Storyboard, REST services and APNS
* Hands on experience on cloud-based service integrations (**Azure, Google Firebase**)
* **Certified Kony Developer**

**Education**

Bachelor of Engineering in Information Technology – 2008

**Technical Skills:**

|  |  |
| --- | --- |
| Platform/OS | iOS |
| Technologies | Objective C, Swift, React JS, JavaScript Programming Language, Rest API, HTML5, CSS3, jQuery, Bootstrap |
| Version Control | GitHub, SVN, TFS, Tortoise, VSTS |
| IDE | XCode, Atom, Kony Visualizer, Kony IDE, Brackets |
| Other Tools & Technology | SCRUM, Azure DevOPS, Circle-CI, Urban Airship, Slacks, Firebase |

**Project Experience**

**Client: Inhouse App Wayne, PA**

**Role: React Native Developer APR 2020 to Current**

**Project Summary:**

Fight# Covid-19 is react native app being developed for iOS and Android users. App allows users to update with country wise case status. Total Cases, Total Deaths, Active Cases, Critical Cases and Recovered cases as list as well as on Maps.

App also allows user to search specific country. App also allow user to connect with WHO support directly using WhatsApp support. App also allow users to take initial covid-19 test based on symptoms.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of BRD and SRS
* Developing app using React Native Platform and generate build for iOS and Android.
* Working with Project Manager in order to identify stories for sprint planning, Effort Estimations.
* Bug fixing and improving application performance.

**Environment**: React Native, XCode 10.3, REST API, GitHub, Postman, Agile methodology.

**Client: United Airlines Chicago,IL**

**Role: Lead iOS Developer DEC 2019 to MAR 2020**

**Project Summary:**

United Airlines is the consumer facing app allows to book new tickets, manage existing reservation, check-in through app etc. to members as well as guest users. App also allows user to apply/enroll for MileagePlus account. App displays users trip (current, past and upcoming), and inform users via in-app mail/notification about any last moment changes such as departure gate change or time change. More importantly, app allows user to track the status of the flight.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of BRD and SRS
* Identifying design patterns and providing input to offshore based development team.
* Working with Project Manager in order to identify stories for sprint planning, Effort Estimations.
* SDK / Framework development, writing unit test cases for the framework.
* Coordinating with offshore developers
* Bug fixing and improving application performance.

**Environment**: XCode 10.3, Universal iOS App development, Swift 5.0, REST API, SSL Connection, GitHub, Postman, Agile methodology.

**Client: Discover Chicago,IL**

**Role: Lead iOS Developer APR 2019 to DEC 2020**

**Project Summary:**

DGNCheckout is SDK / Framework containing 26+ APIs endpoints to enable merchant apps or SRC initiator create and manage SRC profile, validate profile and to perform checkout operation (real time checkout transaction). DGNCheckout is Digital payment processing framework which allows user to pay during checkout from participant merchant app with their virtual card. The SDK is for merchant and not for public use.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of BRD and SRS
* Designing app architect, identifying design patterns and providing input to offshore based development team.
* Working with Project Manager in order to identify stories for sprint planning, Effort Estimations.
* SDK / Framework development, writing unit test cases for the framework, R&D on upcoming features of integrating third party frameworks of identity and authentication such as Threat Metrix and 3DS
* Coordinating with offshore developers
* Bug fixing and improving application performance.

**Environment**: XCode 10.3, Universal iOS App development, Swift 5.0, REST API, SSL Connection, GitHub, Postman, Agile methodology.

**Client: Mars Global Services Chicago,IL**

**Role: Lead iOS Developer Nov 2018 to APR 2019**

**Project Summary:**

Mars template iOS application is used as a base application for all upcoming mobile application development start up. All future iOS mobile application development will be built on top of Mars Template app as it supports minimum requirements already implemented such as MSAuthenticator based SSO Integration for SignIn, Sidebar Menu with default layout (Profile Image, Edit Profile, Home, People (allow user to search Mars associate Directory), Mars Search (allow user to search anything within Mars Global Services) and Help screen with support, contact us, privacy policy already being implemented to accelerate new iOS Applications.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of user stories on Azure VSTS
* Coordination with architect and product owner to identify stories for sprint planning, Effort Estimations.
* Design and development of the application as a base framework for reusability
* Coordinating with UX team for mockups
* Implement architecture and modules using MVVM design, unit tests for the application
* Integrated App Center Analytics and App Center Crashlytics, Veracode for code violations and code coverage, CI/CD using Azure DevOPS into the project
* Fixed bugs and improving application performance.

**Environment**: XCode 10.1, Universal iOS App development, Swift 4.0, Storyboard, App Center, Cocoa Pods, VSTS, Azure cloud based REST API, SSL Connection, GitHub, Postman, Agile methodology.

**Client: Mars Global Services Chicago, IL**

**Role: Lead iOS Developer July 2018 to APR 2019**

**Project Summary**:

My Mars applications keep all associates by ongoing current affairs across all mars sectors such as Mars Corporate, Mars Wrigley, Mars Pet Care, Mars Food Service, Mars Multi sales, Mars Royal Chain etc. across the globe in form of News. Associate can read the article as well as listen to the article (Text to Speech) even in background mode. Associate can also share the article internally using email, message and Yammer internal group. Associate can also share non sensible information over social media such as Twitter, Linked In and Facebook. App supports multiple languages such as English, Russian, Japanese, Chinese and more to enjoy reading news in local language.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of user stories on Azure VSTS
* Coordination product owner to identify stories for sprint planning, Effort Estimations.
* Migrating existing objective C based code to Swift. Making application lightweight, Code review, reducing app size from 250 Mbs to below 100 Mb and adding new features to existing app.
* Coordinating with UX team for mockups and Offshore based support Team.
* Implement architecture and modules using MVVM design, unit tests for the application
* Integrated App Center Analytics and App Center Crashlytics, Veracode for code violations and code coverage, CI/CD using Azure DevOPS into the project
* Fixed bugs and improving application performance.

**Environment**: XCode 10.1, Universal iOS App development, Swift 4.0, Storyboard, App Center, Cocoa Pods, VSTS, Azure cloud based REST API, SSL Connection, GitHub, Postman, Agile methodology.

**Client: Packyge (iOS Native & Web App - React JS) Chicago, IL**

**Role: Lead iOS Developer Oct 2017 - June 2018**

**Project Summary:**

Packyge is Chicago based startup and facilitate e-commerce with consumer for ship to store features. Packyge has tied up with 100+ stores to their Packyge Network. During the checkout consumer can choose to ship with Packyge and choose the store from the list within 50 miles of his location or within 50 miles of zip code he searched. IOS App allows user to track consignment and keeps users up to date with the status of their consignment. The app also notifies the store owner / worker soon user enters to the parking area (within 200 mtrs) of the store. IOS app also provides user to scan the right package in order to make hand-off process smother.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of user stories on Github and Slacks
* Coordination with architect and product owner to identify stories for sprint planning, Effort Estimations.
* Design and development of the application as a base framework for reusability
* Coordinating with UX team for mockups
* Implement architecture and modules using MVVM design, unit tests for the application
* Integrated Google Analytics and Crashlytics, CI/CD using CircleCI into the project
* Fixed bugs and improving application performance.

**Environment**: Xcode 9.x, iOS 10+, Universal iOS App development, Swift, Core Data, Storyboard, Mapkit, Google Map, Crashlytics, CocoaPods, Barcode Scanning, Geo Fencing, REST API, SSL Connection, Intercom - in App Chat support, Circleci, Facebook and Google Authentication, React JS, HTML 5, CSS 3, Atom, Github, Test flight, Postman.

**Client: Nakumatt, Kenya (iOS App)**

**Role: Senior iOS Developer Apr 2016 - Feb 2017**

**Project Summary:**

Nakumatt is Kenya based grocery store chain similar to Walmart. Nakumatt iOS app allows user to register and edit their profile. It allows you to apply for Global Card Program and manage, collect, view, redeem points on purchase through a mobile app. App also sends offers and promotions using APNS. The basic use of the app is to list the product (category -> sub category -> items) and allow users to search items. User can scan the item barcode to get more information of the product. Using the app user can add, view, and update shopping list and share with Friends through whatsapp, email and message. It also facilitates Geofencing and set favourite store.

**Responsibilities:**

* Understanding the requirements and documenting them in the form of user stories on Github and Slacks
* Coordination with architect and product owner to identify stories for sprint planning, Effort Estimations.
* Design and development of the application
* Coordinating with UX team for mockups
* Implement architecture and modules using MVVM design, unit tests for the application
* Integrated Google Analytics and Crashlytics
* Fixed bugs and improving application performance.

**Environment**: Xcode 9.x, iOS 10+, Universal iOS App development, Objective C, Core Data, Storyboard, Mapkit, Google Map, Crashlytics, Cocoapods, Barcode Scanning, Geo Fencing, REST API, SSL Connection, ADAL, Facebook and Twitter integration, Bitbucket, Jira

**Client: Lufthansa Cargo (Kony), Germany**

**Role: Lead Developer Mar 2015 - Jan 2016**

**Project Summary:**

The e-Tracking is mobile application, which provides facilities to end customer to track the status of consignment send with Lufthansa cargo system. User can search up to 10 AWB using mobile app, see booking and acceptance information, status history and shipments, set item as favorite and can customize notification events for specific status. User can also update his profile, authentication details and set notification for a particular status. User can have

Options to claim and to provide feedback.

**Responsibilities:**

* To work with UX Team, apply mockups design the app template using Kony Visualizer, deploy to client device to get it approved.
* Integration of Kony visualizer-based app design in Kony IDE and App Development
* Provide Kony Development training to team members.
* Build deployment using Test Flight or App Center, Bug Fixes and Dev support

**Environment**: Kony Visualizer, Kony IDE, JavaScript, REST API, TFS, Jira.

**Client: Aspire, Singapore**

**Role: Lead Developer Nov 2014 - Feb 2015**

**Project Summary:**

The Aspire mobile application provides concierge services to end customers like to book car between airport and destination, end user can modify and edit booked itinerary, can see recent booking, he can also get option to book hotel and other accommodation, send flowers, book for events etc.

**Responsibilities:**

* To work with UX Team, apply mockups design the app template using Kony Visualizer, deploy to client device to get it approved.
* Integration of Kony visualizer-based app design in Kony IDE and App Development
* Provide Kony Development training to team members.
* Build deployment using Test Flight or App Center, Bug Fixes and Dev support

**Environment**: Kony Visualizer, Kony IDE, FFI, JavaScript, REST API, TFS, Jira.

**Client: UTC, Germany**

**Role: Senior Developer July 2014 - Oct 2014**

**Project Summary:**

This is an enterprise tablet application, developed for technician of OTIS elevator who provides fieldwork or Job work for maintenance and other problem solving to Otis elevators across Germany. With the use of tablet application technician can view and schedule the next job, he can assign the job to another technician, he can also note down the task/ service/ repair or replacement or any solution made and get it approved from customer by taking signature. Application is using base architecture of Kony sync, and developed for windows 8.

**Responsibilities:**

To work with UX Team, apply mockups design the app template using Kony Visualizer, deploy to client device in order to get it approved.

App development using Kony IDE and Kony Sync.

Bug Fixes and Dev support

Integrated Google Analytics and Crashlytics

Fixed bugs and improving application performance.

**Environment**: Kony IDE, Kony Sync Server, JavaScript, REST API, TFS, Bugzilla.

**Client: State Bank of India (SBI)**

**Role: Senior Developer Nov 2013 - June 2014**

**Project Summary**:

Main purpose of this application is to provide banking functionalities with mobility. Irrespective to stick with bank branches and or laptops, user can perform all banking operation wherever and whenever he wants. User can have following functionalities.

RD opening

FD Opening

Fund transfer

Bill Payments

My last 5 Transactions

Banking History

Credit Card and more

**Responsibilities:**

App design using Kony IDE - skinning and theming

App development using Kony IDE and Kony Middleware, Kony push notification integration

Bug Fixes and Dev support

**Environment**: Kony IDE, Kony Middleware, JavaScript, SOAP API, SSL, TFS, Bugzilla.

**Client: County of San Diego, India**

**Role: Sr iOS Developer Feb 2013 - Oct 2013**

**Project Summary:**

San Diego County Emergency is an application that enables the County of San Diego Office of Emergency Services to open up access to end-users on mobile platforms such as iOS and Android. The solution provides important planning and latest news to San Diego County Citizens. The following are the main features of the application.

“Be ready” - Provide static instructions to citizens to prepare for emergencies

“Be Informed: Emergency Alerts” - Functionality to register for SMS/Voice message alerts

“Map it” - Display a list of shelter addresses and “push pin” locator on the map.

**Responsibilities**:

Understanding the requirements and documenting them in form of SRS

To work with UX Team, apply mockups design to App

IOS App Development using Xcode and Objective C.

Build deployment using Test Flight or App Center, Bug Fixes and Dev support

**Environment**: Xcode, Objective C, Core Data, Urban Airship, REST API, Postman, Google Rest Client, Storyboard, TFS, Bugzilla, Map Kit.

**Client: Halliburton, India**

**Role: Senior Developer Nov 2012 - Jan 2013**

**Project Summary**:

An iPhone application that integrates Halliburton service desk server and allows remote technician teams to efficiently manage their tasks regarding tickets assignment and execution, collaborate with their peers and manage their accounts. Ideally it is ticket manipulation software, where customer can raise tickets via a web and then system admin will route those tickets to the technician. The technician can see their tasks in terms of assigned tickets, can locate their customer and can follow the route to reach the customer, can proceed for close, reassign and update the tickets, also can create new tickets and much more.

**Responsibilities:**

Understanding the requirements and documenting them in form of SRS

To work with UX Team, apply mockups design to App

IOS App Development using Xcode and Objective C.

Build deployment using Test Flight or App Center, Bug Fixes and Dev support

**Environment**: Xcode, Objective C, Apple Push Notification, REST API, Postman, Google Rest Client, Storyboard, TFS, Bugzilla, Map Kit.

**Client: Protective Life, India**

**Role: Senior Developer Aug 2012 - Nov 2012**

**Project Summary:**

This application is developed for sales team of Protective Life. This application provides user to create new quote based on customer’s requirements, budget, coverage length, habits and lifestyle. User can feel customer’s requirements and system generates quote as per their requirements. Upon finalization of the quote, System will enlist all the current ongoing insurance policies from Protective Life. User can have the option to create new connection that is customer and this saved connection will store to the user's account for further use. User can have the option to see all his connections and can directly send new quote of new policy or can resend the quote if asked and much more operations can be performed. While network is not available, users can store all the process to offline and sync whenever network available.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* IOS App Development using Xcode and Objective C.
* Build deployment using Test Flight or App Center, Bug Fixes and Dev support
* Deployment to enterprise store for internal app user.

**Environment**: Xcode, Objective C, Apple Push Notification, REST API, Postman, Google Rest Client, Storyboard, TFS, Bugzilla, Map Kit.

**Client: Adeya, Switzerland**

 **Role: Sr iOS Developer March 2012 to Aug 2012**

**Project Summary:**

A VoIP based dialer, which allow user to connect and disconnect to sip server and allow user to make a call to any phone number. It gives functionality of headphone, speaker, conference call, instant contact search and call, shows call history, an account settings and many more.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* IOS App Development using Xcode and Objective C, Integration of C++ based PJSIP Library to iOS application in order to create iOS based VoIP dialer.
* Build deployment to the App Store.

**Environment**: Xcode, Objective C, SQLite, APNS, REST API, Google Rest Client, Storyboard, PJSIP - C++ based third party framework.

**Client: TATA Consultancy Services (TCS), India**

**Role: iOS Developer Sep 2011 to Feb 2012**

**Project Summary:**

Application is mainly developed for employees of TCS who are frequently traveled around the world for BusinessPurpose. This Application gives facility to user for his upcoming next event, can also look past and future events as well. User can have all the information about his Travel points and also give all the details of his cab, accommodation, flight etc. and many more. Many other modules are attraction of travel Assist. Like user can have Expense tracker, where he can keep his expense details. Facetime contact with his companion etc. and many more.

**Responsibilities:**

* Understanding business requirement and preparing SRS documents.
* To work with UX Team, apply mockups design to App
* IOS App Development using Xcode and Objective C
* Build deployment to Tata Enterprise Store

**Environment**: Xcode, Objective C, SQLite, REST API, Google Rest Client, Xib, Google Map Kit, Core Location Framework

**Client: Mercedes, Canada**

**Role: iOS Developer Mar 2011 - Aug 2011**

**Project Summary:**

The application is developed for promo of launching of brand new Mercedes car. The main objective of the application was to attract the customer by giving some discounts, gifts and coupons and a Mercedes car. To get all above discount user has to load this application and run it. Application will sense your GPS location and shows you 10 list of briefcase those hidden somewhere. User has to collect all 10 briefcases. When user reaches near to 100 meter of area around the location of the briefcase, the application moves to MAP area and shows distance from briefcase. The person who collects all 10 briefcases can able to win Mercedes car and that he can claim.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* iOS App Development using Xcode and Objective C
* SQLite, REST API Integration.
* Testing, Bug Fixing and App Store deployment

**Environment**: Xcode, Objective C, SQLite, REST API, Google Rest Client, Xib, Google Map Kit, Core Location Framework

**Client: iCostume, USA**

**Role: iOS Developer July 2010 - Nov 2010**

**Project Summary:**

The Application is all about publishing costumes available to sell. The Application has Concept is to capture a photo, identifying face area from image and using it to set the face on hundreds of costumes Available.

User can also set, rotate, scale his face as well as costume to make perfect look. And then at last once user is done with Tweaking of costumes and face, He is going to share the generated image by email and using facebook.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* iOS App Development using Xcode and Objective C
* SQLite, REST API Integration.
* Testing, Bug Fixing and App Store deployment

**Environment**: Xcode, Objective C, SQLite, REST API, Google Rest Client, Xib, Face Detection Library

**Client: Factory Outlet, Australia**

**Role: Developer Jan 2010 to July 2010**

**Project Summary:**

The Application is mainly purposed to for marketing the outlet products of company. Application is all about listing types of available products along with its sub category, prices, discounts, stocks etc. And allowing users to search and browse products, cover flow display for browsing, Category, brand and price wise searching.

Allow user to add items to the cart, login logout, Registration functionality, Payment by Visa card, or Mastercard. Maintaining order histories and listing it.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* iOS App Development using Xcode and Objective C
* SQLite, REST and SOAP API Integration
* Testing, Bug Fixing and App Store deployment

**Environment**: Xcode, Objective C, SQLite, REST API, Google Rest Client, Xib, Payment Gateway

**Client: iSmoothie, Australia**

**Role: iOS Developer Nov 2008 to Oct 2009**

**Project Summary:**

It is an application, which mainly focus on Juice Recipe. It List different kind of Juice categories and the actual juice recipe in particular recipe. End user can have facility of add, edit, new as well as existing recipe, user even delete the recipe that he/she has added. User can also add and delete images of that recipe and able to mail that recipe to his/her friend as well as iSmoothie.

**Responsibilities:**

* To work with UX Team, apply mockups design to App
* iOS App Development using Xcode and Objective C
* SQLite, REST and SOAP API Integration
* Testing, Bug Fixing and App Store deployment

**Environment**: Xcode, Objective C, SQLite, REST API, SOAP API, Google Rest Client, Xib, Google Map Kit, Core Location Framework.