Ray A

Senior iOS Developer, 10+ years experience
Bengaluru, India
https://www.tl.instadost.com/profile/senior-ios-developer-ray-a/talf198

+91 9820045154 | hr@talrn.com

7+ years of product development, specialising in iOS apps. Core focus on Application development, testing and optimization. Coordinate ground-up planning, architecting and implementation of core modules. Over 10 apps to date

INDUSTRIES: Food and Beverage, Sports and Gaming

TECHNICAL SKILLS

- iOS — 8 years

SOFT SKILLS

Communication, Teamwork, Critical thinking, Problem-solving

PROJECT DETAILS

- Mixo — January-2022 - June-2022

Project Description: Mixo is a place where food lovers unite. We offer the world's most entertaining and informational food content. Mixo is the first app exclusively for short-form food videos. For every meal of the day and beyond, Mixo has the food content for everyone.
Responsibilities: Worked on developing the creator flow , where creators would be able to record their short form food videos with their set of recipes. Hands on Experience in developing the Video feed(Viewer flow) for the user to scroll the feed like TikTok , and like/share/subscribe/tip the creators.Responsible for designing/architecting the complex problem.
Technologies: Swift, SwiftUI, UIKit, Core Data, MVVM, Github
Industry: Food and Beverage
Link: https://apps.apple.com/us/app/mixo-global-food-videos/id1614686931

- Sports Consultation — June-2022 - January-2023

Project Description: iPad App for Sports consultation from athletes. Students would be able to get a feedback on their game learning skills by having live session with the likes of Famous football athletes like Andres Iniesta, Lionel Messi.
Responsibilities: Working on developing an iPad app for the coaches & students to interact. The student would record their playing video(football/skateboard) and send it to coaches, for which the coaches would respond by provid- ing feedback. Completely developed on SwiftUI using MVVM. Leading the team of 4 members guiding and mentoring them on regular basis.
Technologies: Swift, SwiftUI, iOS, MVVM, Github, PencilKit
Industry: Sports and Gaming

EMPLOYMENT HISTORY

- Senior iOS Developer — June-2022 - March-2023

Description: Leading the team of 4 members guiding and mentoring them on regular basis. Working on developing an iPad app for the coaches & students to interact. The student would record their playing video(football/skateboard) and send it to coaches, for which the coaches would respond by providing feedback. Completely developed on SwiftUI using MVVM.

• Senior iOS Developer September-2019 - June-2022

Deloitte

Description: During this tenure, we worked on creating Vega/ M Health Fairview/Lilly Pulitzer from scratch. Led the Refactoring of the entire codebase to follow Modular design approach for enhancement & scalability for fairview. Worked with cross-functional teams to create features/products for our patient to support through- out their medical journey. A/B Testing | Feature-flag for features to better understand the patient and the impact of work. Extensive Unit-Test (94%) coverage for any features developed using XCTestCase, Dependency-Injection paradigm, Quick & Nimble framework. Worked in Agile environment for Project & Team management. Led the team of 4 members guiding and mentoring them on regular basis.

• iOS Engineer March-2015 - September-2019

Expedia

Description: Worked with the cross-functional teams on Expedia iOS App to create features & products for our travelers. A/B testing features to better understand the audience and the impact on work on business. Converting an Objec- tive-C code base into Swift must be balanced alongside coding new features and preserving existing func- tionality. Hands on Swift along with MVVM architecture to develop features on native iOS platform. Hands on expe- rience with Factory, Adapter, Observer and Delegation design patterns. Extensive Unit-Test coverage for any features/ products developed using XCTestCase, Dependency-Injection, Protocol Oriented Programming paradigms. Worked with Fastlane for beta and app store distribution and deployment.

• iOS Developer February-2013 - March-2015

Cybage

Description: Within this small mobile team I was responsible for adding new features & maintaining existing apps alongside white labelled versions (for Travelocity, Orbitz). Experienced Real-world Programming Envi- ronment in Objective-C. Converting an Objective-C code base into Swift was being balanced alongside coding new features and preserving existing functionality.

EDUCATION

• Bachelors degree in Information Technology from Pune 2008 - 2012

LANGUAGES

• English - native

END OF DOCUMENT
This PDF is automatically generated by Talrn on 23 Nov 2026
Profile URL:https://www.tl.instadost.com/profile/senior-ios-developer-ray-a/talf198