Jaggi N

iOS Developer, 3+ years experience
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I have always been keen on learning more about software development and sharing the knowledge whenever I can. I have taught iOS development's basics to a fresher in my first company. I am working remotely ever since I switched to my current company, and haven't been able to share/test my knowledge with anyone as freely as I could. But, I haven't stopped learning. I have been making my own website using Javascript's Three.js framework. It's still a long way from completion. I have developed a lot of iOS applications. I have experience practicing agile software development, version control, a wide variety of apple's frameworks. I also have made machine learning models using CoreML. The thing about software development is that it keeps evolving, and I'm all in for it!

INDUSTRIES: Farming, Ecommerce, Health and Fitness, Automotive, Parenting, Fashion, Social Network, Social media, Sports and Gaming

TECHNICAL SKILLS

• Swift	2 years & 8 months
• Agile	1 years
• Combine Framework	1 years
• SwiftUI	4 months
• ObjectiveC	6 months
• Realm	4 months
• In app purchases	3 months

SOFT SKILLS

Effective Communication, Problem-solving, Adaptability, Time management

PROJECT DETAILS

• DIMITRA

Project Description: This project is for helping farmers log and monitor all their farms/crops. The farmer can also check the weather for their farm's locations.
Responsibilities: This app was designed using the MVVM architecture and used mostly using SwiftUI. I was also responsible for creating documentation for the sections I worked on, and adding various reusable components to the common library the team used.
Technologies: SwiftUI
Industry: Farming
Link: https://dimitra.io/

• BNPerks

Project Description: This project had 24 applications. All of the applications is for customers of our clients' bank where they can access various e-commerce features, avail special discounts, buy gift cards and other products.
Responsibilities: This app was written in 50% Objective-C and 50% Swift. I was responsible for making any changes requested by the client and updating all of the apps.
Technologies: Objective-C, Swift
Industry: Ecommerce
Link: https://apps.apple.com/in/developer/generations-gold-inc/id1575853988?see-all=i-phonei-pad-apps

• Lyfta

Project Description: This application is a workout based application for gym bros. The users can create and save their own workouts with a wide variety of exercises that can be chosen according to category/body part. Users can also follow other users or save other user's workouts so they can perform it anytime. Users can also use this application to manage their workout in real-time, and add exercises or check the number of sets/ reps done while they are working out. Users also had the option to read more about an exercise and also watch a tutorial on YouTube redirected via the app.
Responsibilities: Our client wanted to revamp the UI of this existing application and add a couple more features. I was the only developer working on this.
Technologies: Swift
Industry: Health and Fitness
Link: https://apps.apple.com/cn/app/lyfta/id6443740936

• OPERR-PARKING

Project Description: Users could see various garages on a map around them, and book a parking space for a specific time.
Responsibilities: I replaced Google Maps and implemented Apple's MapKit in this app, along with various other changes.
Technologies: Swift
Industry: Automotive
Link: https://apps.apple.com/in/app/operrparking/id1609697403

• Kidz Corner

Project Description: The main function of this app was that teachers could upload student's activity and parents could check their student's attendance and activity pictures. The dashboard was same for both teachers and parents, showing pictures of students that were uploaded by the teacher and approved from the back-end. Users could receive and accept/reject announcements. Parents could check the payments made to the school and pdf of the invoice. The teachers uploaded the child's temperature while taking attendance using a bluetooth thermometer, I implemented the bluetooth SDK's code into the project and made it work. The teacher could also select the guardian that came to drop/pick the kid up and had the option to take a picture of the guardian on the spot and upload it. The parent could see all these details via the app.
Responsibilities: Created the app from scratch, co-ordinated the android app's development after completion of the iOS app
Technologies: Swift
Industry: Parenting
Link: https://apps.apple.com/kg/app/kidz-corner/id1467363872

• Rate My Drip

Project Description: This application is almost a clone of Instagram but here users could upload their outfits and other user's could rate it. The posts' layout is similar to Pinterest. The app also has the functionality to edit images like in Snapchat.
Responsibilities: Implemented a clone of snapchat's video/image editing feature, and worked on various other sections in the app.
Technologies: Swift
Industry: Fashion
Link: https://apps.apple.com/us/app/rate-my-drip/id1534079695

• Chatalyze

Project Description: This application is quite similar to Only Fans. But instead of the explicit content, celebrities can have multiple calls with their fans. The celebrity could choose the break interval between each call, how many minutes would the interactions be, and the allotted time slots to each fan. The celebrity could select their interaction fee, and even had the option to interact with fans for free.
Responsibilities: I worked on fixing bugs in this application co-ordinating with the web and android developers as the app was available on multiple platforms.
Technologies: Swift
Industry: Social Network

• STUK

Project Description: This project has two separate applications. One tends to customers and the other one is for drivers. The customer app allows users to get help in case they need a tow, lose their keys, need fuel delivered, need a jump start, a tire change, or even if they need to charge their electric vehicle. This app allows the users to choose a garage they would like to tow their vehicle to, and to track the driver's location in real-time. The user can save their vehicle's details, view previous orders and add notes for the driver to see. The driver app allows drivers to accept new jobs, tend to the in-progress ones, and even view jobs that are cancelled or scheduled for a later time. Driver app link: https://apps.apple.com/in/app/stuk-driver/id1632431449
Responsibilities: Worked on various additions requested by the client. App is still undergoing changes.
Technologies: Swift
Industry: Automotive
Link: https://apps.apple.com/in/app/stuk-roadside-assistance/id1635052971

• Bondnine

Project Description: This application was a social media platform for parents having features similar to Instagram, Snapchat, Quora and had various other modules
Responsibilities: Created from scratch. Implemented all the features listed in the description. App is probably still under development, our client wanted a fully fledged application instead of releasing a MVP
Technologies: Swift
Industry: Social media

• Straight Drive

Project Description: This application is a offline cricket game. The user can play cricket matches by deciding every action (user can decide how many runs a batter scores, whether he gets bowled etc.). The history and information of a match was stored offline using Realm. The user can choose between a Quick Match, a tournament, or a series match.
Responsibilities: I added the functionality + UI for tournaments as well as series matches.
Technologies: Swift, Realm
Industry: Sports and Gaming

EMPLOYMENT HISTORY

• iOS Developer November-2021 - September-2023

Description: • Worked on around 15 projects. • Worked on a project called Dimitra. Collaborated with various other iOS developers that worked on separate modules. Most of my exposure to generating pull requests and merging code was from this project. • One of those projects was for an organisation called Generations Inc. It had ~24 live applications out of which three I removed from the app store myself. I was responsible for making various additions to all the applications and maintain centralised code for all the applications, differentiating between them using config files. • Worked on fixing bugs on an application like Only Fans.

• iOS Developer February-2021 - November-2021

Techwin Labs LLP

Description: • Worked with Swift (MVC Architecture, know basics of other architectures and SwiftUI) • Handled two projects, being the only one working on the front-end • Contributed in seven other projects which included implementation of Push Notifications, In-App Purchases, Editing Images/Videos.

EDUCATION

• Bachelors degree in Computer Science from Chandigarh Group of Colleges, Landran 2017 - 2021

LANGUAGES

• English - native

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