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SUMMARY

Experienced and extremely passionate in iOS development, has been coding iOS since 2011 in Objective-C and from last few years in Managing product in both latest swift and Objective C. Completed more than dozens of apps from small to large scale products.

Hands on experience in PKI, by creating own framework for keypairs generation in secure enclave to CSR generation. Leading mobile team and also managing Apple Appstore and Google Play store.

Direct communicate with clients from requirement gathering to publishing on store.

SKILLS & EXPERTISE

Programming Language:

- Proficient: Objective-C, Swift, SwiftUI
- Experienced: C#, C++, XML

Tools: From Xcode 3 to 14.x, GitHub Desktop, Postman, SonarQube, iPhone Simulator, Unity3d, MessaSqlite, Source Tree, Balsamiq Mockup for Creation of Mockups

Technology: iPhone & iPad Native development, Unity 3d.

Design Pattern: MVVM and MVC

Continuous Integration: Git, Bitbucket, SVN

Developer Skills: Unit Testing, Hardware (Secure Enclave) and Software Key Pair Generation, Certificate generation, Keychain, Local Authentication, Local Notification, Push Notification, Debugging and Handling Crashes, SOAP, JSON and XML parsing, Synchronous, Asynchronous Request, Core Data, Passbook Integration, Facebook Twitter Dropbox and Google Drive Integration, Storyboard, Interface builder, Certificates and Profiles handling and upload onto App store

WORK EXPERIENCES

Ascertia Ltd – Senior Software Engineer(iOS)

Jan 2016– Present

- Joined Signinghub team and Go>sign Mobile app and leading mobile team
- Working on Key pair generation, Signing, Certificate and Cryptographic operations.

Putitout Pvt Ltd - Software Engineer(iOS) 2016

August 2012 – Jan

- Responsible for develop and maintenance of Durex, Gluugle, Greggs, Snapdonate and WTB(what the buck) iOS app.

- Shared Toolkit: Augment Reality, Offline app handling, View controller transition Animator, SwipeTableViewCell, Drop-Down menu, Chart

Horizon Technology - iOS Developer (Contract) 2012

Feb 2011 – August

- Responsible for developing and maintain Birthday Alarm iOS App
- Responsible for implementation of all views and view controllers, server communication and third-party integration

PROJECTS

SigningHub – Document Signing <https://itunes.apple.com/tm/app/signinghub-fast-effective/id530067405?mt=8>

Period: January 2016 to Present.

Role: Team Lead (SSE (iOS))

Tools: Xcode, Github, Postman, Confluence, Jira

Language: Swift in new app and Objective C old app

Architecture: MVVM in new app and MVC in old app

Project Size: 4

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment in both (iOS and Android) and Leading on mobile side

Responsibilities:

- To be part of SPM (Sprint Planning Meeting), Daily Scrum meeting, Testing, Product Demonstration, Retrospective.
- Worked on R&D and implemented Keypair generation with EC into Apple Secure Enclave and Signing.
- Integrated different 3rd parties e.g. Google drive and Dropbox integration.
- Unit Testing

Description:

SigningHub is product of Ascertia, SigningHub provides users with the ability to prepare and digitally sign business documents with advanced long-term digital signatures, flexible document workflow and approval and status tracking. SigningHub optimises how businesses deliver, review, approve and sign documents. From joining at Ascertia I've been part of SigningHub and uploaded 3 major versions of this App. I've developed Document Listing, Document Signing (Digital, Electronic), New workflow creating, Remote Signing, Local authentication (Touch Id, Passcode), Keypair Generation in Apple Secure Enclave, integrated with Dropbox, Google Drive, Localization, Branding and Session Expiry. Bugs fixing and worked on R&D stuff plus uploaded app onto AppStore.

Go>Sign Mobile <https://itunes.apple.com/us/app/go-sign-mobile/id1234504317?mt=8>

Period: June 2016 to Present.

Role: Team Lead (SSE(iOS))

Tools: Xcode, Github, Postman, Confluence, Jira

Language: Swift and Objective C

Architecture: MVC

Project Size: 4

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment in both (iOS and Android) and Leading on mobile side

Responsibilities:

- To be part of SPM (Sprint Planning Meeting), Daily Scrum meeting, Testing, Product Demonstration, Retrospective.
- Implemented Keypair generation with EC into Apple Secure Enclave and Signing.
- Unit Testing

Description:

Go>Sign Mobile for iOS gives users the ability to securely authorize and approve the signing of documents or transactions. Business applications can trigger the signing process and users can authorize this remotely from their mobile device using two-factor authentication.

Movacar <https://apps.apple.com/app/apple-store/id1570421297?pt=122335929&ct=Movacar%20Website%20Forward&mt=8>

Period: March 2022 to Present

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira, Figma

Language: Swift

Architecture: MVVM

Communication: Slack

Project Size: 2

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment iOS

Responsibilities:

- Direct communicate with client to gather requirement and update on Jira
- Design the app according to design on figma
- Complete the requirement on time
- Present on Demo

Description:

Every day, thousands of rental cars are being driven from city to city by professional transport companies. At the same time, many people want to travel those same routes. Our mission at Movacar is to bring these parties together in a common win-win solution. We have years of experience in the rental industry and know the business inside out. We believe that more people deserve to find out about this smart way to travel – that is why we founded Movacar together.

WTB

<https://itunes.apple.com/us/app/what-the-buck-!/id571724753?ls=1&mt=8>

Period: August 2012 to October 2012.

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 3

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.
- Integrating 3rd party Libraries (Facebook, Twitter).
- Communicating with Server end developer to integrate API.
- Unit Testing

Description:

What the Buck is based on Augmented Reality? It shows random funny videos and images onto your phone you just have to point your camera at the dollar bill or pound note in your pocket and see what those crazy critters have to say!

SnapDonate

<https://itunes.apple.com/gb/app/snapdonate/id919439200?mt=8>

Period: December 2012 to February 2013, and till June 2015 was working on different versions.

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 3

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.
- Integrating 3rd party Libraries (Facebook, Twitter).
- Communicating with Server end developer to integrate API.
- Handled different types of issues.

Description:

SnapDonate enables you to instantly give money to your favourite charities on the go. Simply point the app at a charity logo and it'll automatically recognise it. Even offline. This app is based on Augmented Reality, user need to keep device in front of any charity logo for to scan and then can donate. There are multiples logos and also these logos are updating via cloud service of Vuforia.

Gluugle

<https://itunes.apple.com/gb/app/gluugle/id689199653?mt=8>

Period: March 2013 to July 2013

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 3

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.
- Communicating with Server end developer to integrate API
- Handled different types of issues.

Description:

This app is about places for Gluuugle you can discover and share great gluten free places on the go. If you're after a quick sandwich, a fine dining experience, or even a pint of gluten free beer, Gluuugle is where you'll find it. And if you know where to go, share it. Add places that you discover to share them with everyone else. Review places you've been, let people know what's well to eat there. Search for places near you and search for places when you travel. Refine your search for places with Dairy Free options, for hotels, child friendly places, fine dining and more.

Greggs<https://itunes.apple.com/gb/app/greggs/id494508497?mt=8>

Period: July 2013 to Present (because of working on different versions).

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 3

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.
- Integrating 3rd party Libraries (Facebook, Google and Pinterest).
- Communicating with Server end developer to integrate API
- Handled different types of issues.

Description:

Greggs app is about the Greggs shops for bakery. They have over 1,500 shops, selling their own bread, sausage rolls, pasties, steak bakes, sandwiches, cakes and pastries. Every shop stays true to its origins and remains as good as it was the day it opened. Their savouries are baked every day, throughout the day, to keep always fresh. This Greggs App includes: **MENU** Savouries, cakes, pastries, breakfast specials, sandwiches, drinks... hold our complete menu in the palm of your hand. All products include nutritional information. **SHOP FINDER GPS** on your phone turned on? See Greggs nearest shops, wherever you are. Includes shop addresses, phone number and directions from your current location. GPS turned off? Type your location postcode and our nearest shops will be revealed on a Google map. **DEALS** Meal deals and buy-one-get-one-free offer - get them here so you can enjoy our fresh baked taste for less. **SOCIAL** Tell friends and family about the Greggs App via Facebook and Twitter.

Durex<https://itunes.apple.com/gb/app/durexperiment/id649242454?mt=8>

Period: September 2013 to November 2013.

Role: Team Member (Developer)

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 4

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.
- Communicating with Server end developer to integrate API
- Handled different types of issues.

Description:

This first global Durexperiment APP allows you to measure your arousal and rate your pleasure levels. And after completing each experiment, it reveals how close you are to the Durex 'Sweet Spot'. This can help lovers discover even more about each other, bring them closer together – and keep them smiling.

Birthday Alarm<https://itunes.apple.com/app/birthday-alarm/id508405596?mt=8>

Period: August 2011 to September 2011

Role: Team Member

Tools: Xcode, Github, Postman, Confluence, Jira

Project Size: 2

Technology: iOS and Android Development

Accomplishment: Working Designing, coding in iOS, deployment

Responsibilities:

- Developing the Code as per the requirements.

- Integrating 3rd party Libraries (Facebook).
- Handled different types of issues.

Description:

That is what this app will do for you by making you sure NEVER miss another important Birthday again. Set birthday reminders and post custom wall messages on your friends Facebook pages.

EDUCATION

BS Computer Science	University of Central Punjab, Lahore	2011
FSC (Pre-Engineering)	F.G Degree Collage, Gujranwala	2005
Metric	F.G Boys High School, Gujranwala	2003

