

VENKATESWARI DEVARA

iOS Developer

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SUMMARY

iOS Developer with 3.8 years of experience in mobile app development, delivering 2–3 production iOS applications built with Swift and UIKit. Integrated RESTful APIs and Firebase services, boosting user engagement and handling real time data. Refactored codebase to MVVM architecture, enhancing maintainability and enabling faster feature delivery. Optimized performance through GCD and Async/Await, reducing latency and memory usage. Thrived in Agile Scrum teams, collaborating across design, backend, and QA.

SKILLS

Programming Languages

SwiftUI, Swift

Frameworks and Libraries

AVFoundation, Cocoa Touch, Combine, RxSwift, UIKit

Databases

Swift data, CoreData, Realm

Networking

RESTful APIs, URLSession, Alamofire, JSON

Architecture

MVVM, MVC, MVP

Tools

App Store Connect, SourceTree, Confluence, Bitbucket, Xcode, Jira, Git

Concepts

Memory Management (ARC), Push Notifications, Unit Testing, Async/Await, GCD.

Practices

App Store Deployment, Agile, CI/CD

EXPERIENCE

iOS Developer | 3Embed Software Technologies Pvt Ltd

Mar 2022 – Nov 2025, Bengaluru

- Architected and shipped 4 production iOS apps in Swift, leveraging UIKit and SwiftUI to deliver native experiences to 150k monthly active users, adhering to MVC and MVP patterns where appropriate.
- Designed and enforced MVVM architecture across the codebase, reducing UI bugs by 30% and cutting feature onboarding time by 2 weeks through clear separation of concerns and reusable view models.
- Integrated over 12 third party libraries (Alamofire, RxSwift, Combine, Firebase) and RESTful APIs, implementing robust JSON parsing and error handling that lowered network related crashes by 25%.
- Led Agile Scrum ceremonies in Jira and Confluence, tracking sprint velocity of 20 story points per two week sprint, and documented technical decisions and test cases, ensuring traceability and knowledge sharing.
- Optimized app performance with GCD, Async/Await, and ARC tuning, achieving 15% faster launch times and 20% reduction in memory footprint on devices ranging from iPhone 8 to iPhone 14.
- Coordinated cross functional collaboration with UI/UX designers, backend engineers, and QA, conducting code reviews and automated unit/UI tests that increased release quality, resulting in 5% post release defects across 3 major releases.
- Pursued self motivated learning of emerging iOS frameworks (SwiftUI, Combine) through weekly tech talks and prototype projects, subsequently refactoring legacy modules to adopt SwiftUI, cutting UI code size by 40%.
- Authored comprehensive Confluence knowledge base of 30+ pages covering architecture guidelines, API contracts, and testing strategies, reducing onboarding time for new developers by 50%.

PROJECTS

Dub.ly – Social Video Community App | apps.apple.com/us/app/dub-ly/id1437281999

- Implemented video dubbing and multimedia sharing features using AVFoundation.
- Developed newsfeed, user profiles, stories, and social engagement modules
- Optimized video playback and sharing performance

StarringMe – Creator Platform with Live Streaming | apps.apple.com/us/app/starringme/id6449842246

- Built live streaming modules including Pay Per View functionality
- Implemented subscription based content and monetization features
- Integrated push notifications and real time updates.

Shoftek – Social Networking Platform | apps.apple.com/us/app/shoftek/id1538742339

- Developed user profiles, messaging, and multimedia sharing modules.
- Implemented personalized newsfeed and discovery features.
- Integrated backend APIs and optimized overall app performance

Livejet - live streaming social media app | apps.apple.com/in/app/livejet-live-stream-go-live/...

- Designed and developed iOS features for live streaming, user profiles, subscriptions, and interactive social engagement modules using Swift and UIKit.
- Implemented real time user interactions such as live chat, gifting, follow or unfollow, and audience engagement features to improve user retention.
- Integrated REST APIs for user data, live session details, subscription content, and social activity with efficient JSON parsing.
- Built reusable UI components and maintained clean architecture for scalable and easy to maintain application development.
- Collaborated with backend, QA, and product teams to deliver new features, fix bugs, and ensure successful App Store releases.

EDUCATION

B.Tech in Civil Engineering | **Newton's Institute of Science and Technology**

GPA: 7.8, Jun 2020

Diploma | **Govt Polytechnic for Women's College**

GPA: 7.0, Jun 2017

CERTIFICATIONS

- iOS App Development Bootcamp – Swift & UIKit