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| Balagurubaran Kalingarayan  Mobile application Technical Lead - iOS & Hybrid | **Ph : +16084219538**  **Email:gurubalak@gmail.com** |
| **PROFESSIONAL SUMMARY** My long and extensive experience working on this platform makes for a rich understanding of framework conventions, best practices, memory management, and development tools; I'm passionate about quality and maintainability when it comes to code and application development.  **PERSONAL MOBILE APPS**  [Stock EMC2](https://itunes.apple.com/us/app/stockemc2/id1326138180?mt=8)    Stock EMC2 is an advanced stock tool that filters the entire stock market and identifies those stocks showing the greatest potential for profit.  This allows you to browse detailed information about specific stocks having to type a symbol. This app will plot the earning/revenue, EPS information as chart.     * Proficient in building custom UI based on UIView, UITableView, UICollectionView, UIAlertController, UIGestureRecognizer, and **UIStoryBoard** Segues. * Integrated the **SBJson** framework to parse the web services Response. * Created the web-services to handle stock detail using **PHP** and **Javascripts**. * Created the **SQL Query** to insert and fetch the data from Database * Developed the JavaScripts API to fetch the information from the Stock’s API - <https://api.iextrading.com> * Created the stock entry page using **Bootstrap** and **AngualrJS** 1.0 * Created SQL query to enter and delete the stock entry from the Database. * Used **COCOAPods** to maintain the framework dependencies * Graphical representation of Earnings / Revenue and EPS information to provide more clarity to the users and also to reduce the data crowd. * Added the watchlist **Widget** to access the stored stock list easily. * Configure the **Jenkins** for the build maintenance. * Handled the End to End process for app store submission in iTunesConnect. * Hands on experience in Apple developer portal.   *Swift, PHP,JavaScripts,Bootstrap, iWatch,RESTful web service,COCOAPods*  **SKILLS**  Objective-C,Swift,AngularJS, Cordova,COCOAPods,BootStrap,HTML,PHP.  JSON,XML, RESTful webservices,SQL,  Agile/Scrum, Jenkins, p4v, gitlab,github.  AdMob,Google Map, Spritekit,MacOS, iOS.  **EXPERIENCE INFO**    Years of Years at this Years of  iOS app Current Job Swift  Development Experience    **PROJECT EXPERIENCE** **Technical Lead - Tata Consultancy Services - USA - Mar 2016 - till date** Development of **CashPro mobile** is ideal clients who wants to perform critical treasury management activities and manage their liquidity while away from the office through a mobile and iPad devices. CashPro Mobile notifications alert you about critical transactions requiring attention and decisions, even while not using the application.This app had been developed using HTML5, JavaScript,CSS3   * Designed and developed mobile app Login page using **UIStoryboard** * Worked on designing end to end iOS application and implemented the MVVM or MV \* architecture. * Implemented the **Touch ID** authentication functionality in login and payment approval modules. * Developed unique **swift wrapper** for iOS based on Cordova framework which reduced the dependency between each **Cordova** release. * I worked on creating different modules of the application MV\* architecture of angular using different framework properties such as **directives,filter,services,factory**. * Developed a module to provide solution to avoid **Middleman** **attack** in the web-service using **Certificate Pinning** * Designed a solution with **Reverse** **Proxy** **Authentication** for the major issue we faced which prevents the tester to test the app from outside network. The solution allowed the tester to test the app from any network. * Involved in the execution from design to publish apps in **ItunesConnet - Appstore**. * Designed and developed a native component to insist the user to use the latest version which greatly avoided the information inconsistency. * Developed the POC to show the pending and approved transaction list in **iWatch**. * Developed reusable component to handle the **iOS push notification.** * Created the web page to symbolicate the **iOS Crash Report.** * Currently working on the payment approval using Touch ID. * Used Jenkins for the continuous integration and development to publish the build. * Configured the jenkins job to build and publish the iOS application   *Swift, Objective-C, AngularJS, Cordova, PLCrashReporter , Security Framework,iWatch,Agile,Google FireBase, RESTful web service,jenkins* **Developer - Tata Consultancy Services - UK - IND - Jul 2012 - Dec 2015** Development of iPAd **PIL - Passenger information list** application is give full leverage to handle the passenger information list, Whether the cabin crew and the team is onboard or pre flight . This application developed using Objective-C  Development of **Flight React** application is reduced rebooking time and the workload for the ground level crew.Also it has the detail information about the flight timing and passenger list respective to the flight   * Developed the custom **Objective-C** module to handle the web-service call. * Designed and developed the module to share the information between the applications using custom **URL schema** in Objective-C. * Migrated the entire application from **XIB** to **UIStoryBoard** to avoid the Screen Size issues across the iOS devices. * Createdthe detail suggestion list, based on the **Apple UI guidelines** to improve the user experience. * Developed the missing bag application from the scratch using **XCode.** * Designed a solution with **COCOAPODS** and developed the POC for the major issue faced in maintaining the framework version. * Developed the custom and reusable **UI Components** to give rich appearance to the application. * Developed the **Objective-C Wrapper** using cordova to store and retrieve the information from iOS devices * Developed reusable component to handle the **iOS push notification.** * Created the POC to using SBJSON and third party framework. * Developed the component to ensure the user using the l**atest version**   *XCode, Objective-C, AngularJS, Cordova, SBJSON,COCOAPODS,jenkins* **Game Developer - Smackall Games pvt Ltd - IND -Oct 2009 - Jun 2012**  * Designed and developed the custom component to use the **AdMOB** and **Game Center** framework * Implemented the **box2d** physics engine. * Worked closely with **design team** to ensure the fine game design * Redesigned one of the major games to increase user base. * Worked more than 5 games * Developed physics based games.   *Objective-C, Box2d , AdMob , GameCenter* | **LEARNING IN PROGRESS** Java , Maven , Spring  Web-Services , Eclipse **SOCIAL PROFILE** [**GitHub**](https://github.com/balagurubaran/)  [**Linked In**](https://www.linkedin.com/in/balagurubaran)  [**App Store**](https://itunes.apple.com/us/developer/balagurubaran-kalingarayan/id717305142?mt=8)  **EXPERIENCE INFO** **Tata Consultancy Services,** India — *Technical lead*Jul 2012 - Present**Smackall Games Pvt ltd ,** India — *Game developer*Sep 2009 - Jun 2012**EDUCATION****Master Of Computer Application**  Arunai Engineering College Tiruvannamalai -IndiaSep 2006 - Apr 2009**BSC Physics** Sri Paramakalyani college Alwarkurichi — India Mar 2003 - Apr 2006 |