Mandhan V

Software Engineer - iOS, 2+ years experience
Lucknow, India
https://tl.instadost.com/profile/software-engineer-ios-mandhan-v/talf2266

+91 9820045154 | hr@talrn.com

Wholeheartedly inclined to giving best of my efforts at every undertaking I pursue, ensuring perfection. Always eager to expand and polish my skillset. Specifically, I enjoy writing clean and structured code.

INDUSTRIES: Construction, Social Network, Information Technology, Utility, Enterprise, Ecommerce, Healthcare

TECHNICAL SKILLS

• Swift	2 years
• Swift Package Manager	2 years
• iOS Development	2 years
• SwiftUI	2 years
• macOS	2 years
• Flutter	2 years
• API Integration	2 years
• Firebase	2 years
• Git	2 years
• Visual studio code	2 years
• Trello	2 years
• Team management	2 years
• Native Ios	2 years
• Xcode	2 years
• github	2 years
• Web development	1 years
• Postman	1 years
• Gitlab	1 years
• Visual Studio	1 years
• HTML	1 years
• In app purchases	1 years
• C++	1 years
• CSS	1 years
• Java	4 months
• Machine learning	6 months
• Natural Language processing	6 months
• ObjectiveC	6 months
• PHP	4 months
• Shell script	6 months
• JavaScript	4 months

SOFT SKILLS

Teamwork, Critical thinking, Problem-solving, Time management, Communication

PROJECT DETAILS

• CNC machining August-2021 - November-2021

Project Description: Mac and iPad app that allows users to design and export custom panels and cabinets in .dxf format for CNC machining. Other features based on different subscription options. (Cannot share name and url as I don't have the rights)
Responsibilities: Sole responsibility of development, uploading on AppStore, communication with client, bugs and updates
Technologies: SwiftUI
Industry: Construction

• Multi-platform social media app August-2022 - January-2023

Project Description: A Multi-platform social media app (with Riverpod, Freeze, GoRoute, Agora, Firebase) (Cannot share name and url as I don't have the rights)
Responsibilities: Sole responsibility of development, uploading on AppStore, communication with client, bugs and updates
Technologies: Flutter+Swift
Industry: Social Network

• Social media December-2021 - August-2022

Project Description: An iOS social media app with advanced video conferencing, intuitive chat and seamless notification and subscription management (with Firebase, Agora, in-app purchase, in-app subscription) (Cannot share name and url as I don't have the rights)
Responsibilities: Development under guidance of a senior, bugs and updates
Technologies: Swift
Industry: Social Network

• 3D plugin for AfterEffects, PremierePro

Project Description: 3D Plugins for AfterEffects and PremierePro using the Adobe SDK. Integrated the plugins with other web apps and electron apps through web- socket. Pixel optimization for real-time rendering without RAM overload. Created plugins from scratch and deployed for both MacOS and Windows platforms after all signing and notarization process. Next goal is to develop the same plugin for Photoshop. (Cannot share name and url as I don't have the rights)
Responsibilities: I was solely responsible for the development and upload of this plugin, communicating with the clients and fixing bugs.
Technologies: AfterEffects SDK, written in C++
Industry: Information Technology

• Teeth modelling

Project Description: A basic macOS software that uses SceneKit to work with 3D models of teeth (Cannot share name and url as I don't have the rights)
Responsibilities: Development and bug fixing under guidance of senior
Technologies: Swift+SceneKit
Industry: Utility

• Employee management software

Project Description: Responsive Web app for Employee management (with Riverpod, Freeze, GoRoute, Firebase) (Cannot share name and url as I don't have the rights)
Responsibilities: Team lead, managing a team of 4 frontend developers, 2 backend developers, 2 QA
Technologies: Flutter+Node.js
Industry: Enterprise

• Food delivery system

Project Description: Food delivery system consisting - User app, Admin app, Rider app, Restaurant app (Cannot share name and url as I don't have the rights)
Responsibilities: Team lead, my role was to manage and review code quality for perfection
Technologies: Flutter
Industry: Ecommerce

• Emergency healthcare consultancy app

Project Description: Emergency healthcare consultancy app (iOS-based). Allows patients to send SOS in case of emergency and consult a doctor any time (Cannot share name and url as I don't have the rights)
Responsibilities: My role in this app was just to review the code quality and give assistance to my juniors who were responsible for the development
Technologies: Flutter + Swift
Industry: Healthcare

EMPLOYMENT HISTORY

• Software Developer

Description: Swift, SwiftUI, Flutter development, Flutter team lead, SwiftUI team lead. Besides, I developed a 3D plugin for AfterEffects and PremierePro recently using the Adobe SDK, currently working on Photoshop plugin

CERTIFICATION

• Employee of the Year by IPH Technologies	2022
• LUACMAT-BCA Entrance First Proficiency by National PG College	2018
• Brilliance by Sindhi Samaj	2016
• Shining Star by Christ Church College	2015

EDUCATION

• Masters degree in Computer Science from Chandigarh University Distance	2021 - 2024
• Bachelors degree in Computer Science from National PG College	2018 - 2021
• School degree in PCM with computer from Christ Church College	2003 - 2018

LANGUAGES

• English - intermediate

END OF DOCUMENT
This PDF is automatically generated by Talrn on 23 Nov 2026
Profile URL:https://tl.instadost.com/profile/software-engineer-ios-mandhan-v/talf2266