Ayaz M

iOS Developer, 11+ years experience
Nanded, India
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Results-driven and highly skilled iOS developer with over a decade of hands-on experience in designing, implementing, and maintaining cutting-edge applications and games. Proven expertise in Swift and Objective-C, with a strong background in UI/UX design, performance optimization, and debugging.

INDUSTRIES: IT, Information Technology

TECHNICAL SKILLS

• iOS Development	11 years
• ObjectiveC	11 years
• iOS SDK	11 years
• iOS	11 years
• iphone sdk	10 years
• Swift	5 years

PROJECT DETAILS

• TalkLine March-2015 - September-2016

Project Description: TalkLine is a FREE messaging app available for iPhone and other smartphones. TalkLine uses your phone's Internet connection (4G/3G/2G or Wi-Fi, as available) to let you message and call friends and family. Switch from SMS to TalkLine to send and receive messages, calls, photos, videos, and Voice Messages. also You can create your own ChatRooms. and many more.
Responsibilities: Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: Objective-C
Industry: IT

• Indecomm Video Learning. May-2014 - September-2014

Project Description: The Indecomm Video Learning (IVL) application is readily installable on iPads and will allow user to learn how to perform an activity based on a shared video. 1.The learning performed can be of type; Instructor based learning, direct/self-learning or through peer learning.
Responsibilities: Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: objective c
Industry: IT

• Grabb July-2013 - November-2013

Project Description: As featured in the Globe and Mail, BlogTO, Financial Post, BNN and more, Grabb allows you to save time and skip the line by pre-ordering and pre-paying for take-out meals. - Easily browse menus, order, and pay, in only a few touches. - Get real time updates on the status of your order. - Add multiple credit cards for personal and business orders. Say goodbye to waiting. Say hello to grabb.
Responsibilities: completely developer full ios native app.Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: objective c
Industry: IT

• Show Case February-2023 - March-2023

Project Description: This application is used show and describes all mobile application which is developed in client organisation. This application is used to show all applications to client
Responsibilities: Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: swift
Industry: Information Technology

• Tawasuli October-2016 - March-2017

Project Description: This application has been developed for Tawasuli portal which deals with UAE students/advisors counselling and guidance. Only the registered students can login to this application. Students can create different types of request such as Change of Major/Institute, Financial Guarantee, Leave Request etc. and follow up the same with their advisors
Responsibilities: Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: Objective-C
Industry: Information Technology

• Popcorn January-2012 - April-2012

Project Description: Produce as many popcorn balls as possible within a given time. Try to finger touch quickly - Fast pop definitely helps you earn high scores
Responsibilities: completely developer full ios native game.Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Deploy applications to the App Store and other distribution channels. Researched and selected APIs for integration into development projects.
Technologies: Cocos2D and Objective-C
Industry: Information Technology

EMPLOYMENT HISTORY

• Senior iOS Developer

Description: Instructed junior developers on use of Swift programming language, creating collaborative learning environment to onboard personnel. Applied Apple's Swift development language to code native apps for iOS platform. Translated basic design plans into full iOS app frameworks, delegating project components to appropriate team members. Ported existing applications from Android to iOS, adapting software to meet unique parameters. Optimize applications for performance and scalability. Collaborate with other developers, designers, and product owners to ensure the successful delivery of projects.

• iOS & Mac Application Developer February-2015 - February-2021

Etimad PVT LTD

Description: Researched and selected APIs for integration into development projects. Identify and fix bugs before the final release. Research and stay up-to-date with the latest iOS technologies and trends. Deploy applications to the App Store and other distribution channels. Write high-performing, scalable, reusable code. Recognize potential obstacles and fix bottlenecks.

• iOS Application Developer December-2013 - February-2015

Indecomm Global Services Pvt Ltd,

Description: Worked with quality assurance team to confirm app compatibility with analogous solutions on other platforms. Ported existing applications from Android to iOS, adapting software to meet unique parameters. Integrated existing third-party APIs to shorten development times and add interactivity with [Product or Service]. Maintained existing mobile applications by designing patches to be applied via iOS automatic updates. Applied agile software development methodology to elevate final products and streamline development efforts.

• Software Engineer January-2013 - December-2013

ITGurusSoftware Pvt. Ltd

Description: Redesigned rejected applications to correctly apply Apple guidelines. Develop custom frameworks and libraries to be used in iOS applications. Integrate third-party libraries and APIs into existing applications. Publish applications on App Store. Designed user experience frameworks applicable to fit both iPad and iPhone screens. Complied with Apple App Store guidelines to provide rapid approval and deployment to retail channels.

• Junior Software Engineer May-2010 - December-2012

TechNex Technologies Pvt. Ltd,

Description: Designed user experience frameworks applicable to fit both iPad and iPhone screens. Achieved 100% app store approval rate on developed applications. Maintained existing mobile applications by designing patches to be applied via iOS automatic updates. Design, develop, and maintain native iOS applications using Objective-C. Develop user interfaces and create custom views using UIKit, Core Animation, and other frameworks. Debug and troubleshoot existing applications.

EDUCATION

• Masters degree in MCA from SRTMUN 2007 - 2010

• Bachelors degree in BCA from SRTMUN 2004 - 2007

LANGUAGES

• English - intermediate

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