MINHAZ PANARA

LEAD | IOS | SWIFT | REACT NATIVE

CONTACT

minhaz.panara@gmail.com

+91 8460374441

PROFILE

Offering 10yrs of experience in the iOS application development, from concept to delivery of next generation mobile applications and customizable solutions.

Highly motivated and focused towards fulfilling my long term goal which consist of positioning myself as iOS Developer along with bring a know innovator in Mobility domain with great UI-Interface builder.

AWARDS

Throne Winner (Azoi)
For Proactiveness, Excellent Bug Solving, Complete Takeover of Kito+ application, Active Contribution

EDUCATION

2009 - 2012   **Master of Computer Applications**
Computer Science, Information Technolo*gy*
L. J. Institute of Management Studies

2005 - 2008   ***Bachelor of Science - Mathematics***
C. U. Shah Science College, Ahmedabad, Gujarat University

EXPERIENCE

Senior Software Engineer iOS (Dec 2021 - Present)
Proximity Works

- Working on a large scale (of millions of users) product (OTT).
- Swift, VIPER / Clean architecture
- Unit tests, Automated Testing, GitHub, Jira, Confluence
- Cocoapods, Snapshot Testing, SnapKit

Believing in providing high quality products to the customer.

Tools: Xcode, Swift, Combine, UIKit, Fastlane, Firebase, MVVM, MVC.

Tech Lead (Jan 2019 - Dec 2021)
eInfochips

Design & Develop iOS Native and ReactNative Mobile applications. Work as a solutions engineer, resolve technical queries, do client communication.

PROJECTS
eInfochips

SDK Development (iOS)
Swift 5.2

- iOS SDK Development
- Github, Pull Request, Code Review
- Distribute Framework through CocoaPods and Swift Package Manager
- Universal Links
- Custom URL Links
- Unit Tests: XCTest
- Jira, Sprint, Confluence
- Daily Scrum
- OAuth 2.0 (AppAuth)
- REST APIs

PROJECTS
eInfochips

AffiniPay/LawPay (iOS)
Swift 4.2

- Native iOS app feature development and performance improvements
- SDK Maintenance
- BBPOS SDK integration
- Appium (Java) - automated tests

AffiniPay/LawPay/CPACharge (iOS SDK + React Native)
Redux, JavaScript, Unit Testing, CI/CD, Jenkins

- React Native app development using REDUX Architecture
- Node JS, NPM, Node Modules, JavaScript
- CI/CD using Bitbucket, Jenkins
- Unit Tests using Jest & Enzyme
- Code Coverage
- React Native NPM Package/Bridge Development for iOS & Android

  LawPay*: https://apps.apple.com/us/app/lawpay/id1038204319*
  AffiniPay*: https://apps.apple.com/us/app/affinipay/id1066394159*
  CPACharge*: https://apps.apple.com/us/app/cpacharge/id1528669063*

Credit Card Scan (Vision API & Apple's Text Recognizer APIs)
Objective C

- Apple's Vision API
- Banking Card Scan

DeeP Linking - iOS & Android *Native with React Native*

- Redirect to React Native using Custom URLs

WhjiteHatSec Xcode Extension
Swift 4.2

- Leading the project
- Client communication
- Solving technical queries
- Apple Script for File operations
- Code Coverage

Sr Mobile Engineer (Sep 2016 - Jan 2019) - *2 years 4 months*
Aubergine Solutions

Working on health fitness tracking technology, that includes tracking as well as creating progress reports. Working iOS application named "Cubii"- an under-desk elliptical device.

Developing Cubii application features for iOS platform
Source Control : Gitlab, Github

PROJECTS

Cubii (a fitness tracking app - by Fitness Cubed) (iOS)
Objective-C

- Bluetooth Low Energy
- Feature Development & Delivery
- Automation of Testing
- Tools: Fabric, Localytics, Crashlytics, Google Analytics, JIRA, TestFlight
- *https://itunes.apple.com/in/app/cubii/id1038009195?mt=8*

QRX Patient Queue Manager (iOS)
Swift 3.0

- *Queue management, Firebase (for Real-time updates)*
- *https://itunes.apple.com/in/app/qrx-patient-queue-manager/id1318102036?mt=8*

AR Measure Tape (iOS - Augmented Reality)
Swift 4.0

To measure horizontal *Area* & *Perimeter* using ARKit (*iOS-11*)
Classes (in *ARKit*)
- *ARWorldTracking*: Horizontal Plane Detection
- *ARPlaneAnchor*: Plane anchor (to place virtual *2D/3D objects*)
- *SCNSceneRenderer*: On Each *SCNNode* updates (add/update/remove)

iOS Developer (Sep 2014 - Aug 2016) - *2 years*
Azoi Mobile Technologies

Working towards bringing health tracking technology in mobility domain through constant innovation. At present associated with ongoing development of "Kito" iOS application.

- Worked on developing and designing of mobile application prototyping and bringing innovation.
- Bluetooth Low Energy(BLE) & SDK development
- Experience with web service integration and local storage management.
- Working on Redux Design Pattern, also Lead team to implement redux design architecture.
- Worked on OTA, Analytics & Localization.
- Unit Test Cases and UI Test Cases.
- Gitlab, CI/CD, Jenkins
- React Native
- Instruments - Memory profiling , Timer profiling
- Azoi Hackathon, in Multiplayer network Game
- Quickblox Framework - Audio/Video Calling including Chat
- Parse Framework - Web APIs & local database management

PROJECTS

Kito (a body vitals monitoring app) (iOS)
Objective-C
- Bluetooth Low Energy
- SDK Development For Third Party
- OTA, Profiling, Analytics, Release
- ECG Graph Improvement
- *Removed from App Store (https://itunes.apple.com/gb/app/kito/id956730004?mt=8)*

Kito Kiosk (Hybrid App)
Objective-C, React Native
- Made Modules for Survey

Sensor Testing Module for Kito unit Testing (iOS)
Objective-C
- Kito Device contains sensors like ECG leads, Blood Oxygen (Spo2), Temperature - Made a module to test all sensors quickly.

Diabetes Care (a U.S. Based Diabetes Prevention Program) (iOS)
Objective-C, Parse Framework
- It is tracking all day diet, & sends data to his/her Coach, also Participant can talk to Coach via Audio/Video or Chat Feature.

ACHIEVEMENTS
- *Application state would solve the crash, if we know the current app-state. "Redux" design pattern helps us to overcome on this problem.*
- *Lead iOS and Android Team to implement "Redux" design pattern.*

iOS Developer (July 2012 - Sep 2014) - 2 years
iMobDev Technologies Pvt. Ltd.

Worked in various projects for iPhone/iPad/iPod
iPhone, iPad, Mac app development
Quick Bug Fixing
Assuring Quality Development
Client Communication
Cocos2d - Game SDK
Using Instruments, Memory/Zombie object Profiling

PROJECTS

Letters & Numbers, Kids Learning App (iOS)
Objective-C, Universal Device Compatible

Universal Kids Learning Application, "Alphabetic Letter Recognizing", using Finger
Touching/Moving Gestures
https://itunes.apple.com/in/app/letters-and-numbers-tracing/id910439035?mt=8

Endless Runner (iOS Game) - Internship Project
Objective-C, Cocos2d

A Universal iOS Game using Cocos2d Gaming Framework, where a "Monkey- Bird" is trying to
Escaping from a Scientist Laboratory

Marinanow (iOS)
Objective-C, Universal Device Compatible

iPhone/iPad/iPad - Charter/Marina/Boats Searching/Booking Application
https://itunes.apple.com/in/app/marinanow/id524207918?mt=8

Tidy Kids (iOS)
Objective-C, iPad

A "4-Players iPad Game", developed with Gestures

Memories - **Admin Side (Mac Application)**
Objective-C, OS-X, Image Editing

Mac Application development, Image filtering and Exporting in pdf, png, jpeg with different RGB
Color Profiles

Assistant Designer (Jan 2009 - Aug 2009) - 6 months
e-Engineering Solutions, Larsen & Toubro, Vadodara

Worked as an Assistant Designer in Autocad

Autocad Software 2D Drafting for Process/Chemical Plans
Pro-E 3D Modeling.

OTHER PROJECTS

ABC Letters Learning
React Native, iOS, Android, Firebase Analytics

iOS: *https://apps.apple.com/us/app/abc-letters-learning/id1540534558*
Android: *https://play.google.com/store/apps/details?id=com.maxp.kidsabc*

- Learn A-Z, a-z- 1-10 with Word Tracing & Sounds
- Paint & Draw your work using beautiful color pallet & notebook theme styles
- Learn Shapes/Count with Pictures of objects & Sounds

Paint
React Native, iOS, Android, Firebase Analytics

iOS: *https://apps.apple.com/us/app/mp-paint/id1544619396*
Android: *https://play.google.com/store/apps/details?id=com.maxp.mypaint*

- You can Paint, Draw, Choose brush color
- Layered work (independent layer editing mode)
- Save to App Gallery or Phone Gallery
- Beautiful Gradients Gallery for background

Kids Learning
React Native, iOS, Android, Firebase Analytics

iOS: *https://apps.apple.com/us/app/kids-learning-application/id1571034852*
Android: *https://play.google.com/store/apps/details?id=com.maxp.kids_learning*

- Play & learn - Shapes, Colors, 1 to 20 with pictures and sounds.
- Matching Games - Colors, Pictures, Shapes, Numbers

Rapid Prototyping *(Under Development)* - iOS
- Universal App - iPhone/iPad/iPod
- One can easily create a Prototype very quickly
- Can be shared & published
- Future: Web-app support, Android app support
- More info: *http://www.minhazpanara.com/rapid-prototyping/*

  #### Tools I Used
  - Xcode 9.4, Objective-C
  - Firestore & Real-time Database (for the database)
  - Firebase Cloud Storage (to store resources)
  - Firebase Remote Config (Changes App behavior Remotely)
  - Firebase Cloud Messaging (Push Notifications)
  - Firebase Dynamic Links

SKILLS

- Xcode
- Objective-C & Swift
- Cocoa Touch
- iOS & Mac App Development
- Web Services (Integrations - REST/SOAP)
- SQLite & Coredata
- Third Party Libraries
- Source Control: GitLab, Github
- Cocoapods, Fastlane
- BLE (Bluetooth Low Energy)
- Multi threading
- GCD
- ARKit (Augmented Reality - iOS 11)
- HealthKit
- iTunes Connect, TestFlight
- Firebase
- APNS, Certificates & Provisional Profiles
- In-App Purchase
- Team Leading & Project/Product Management
- Client Communication
- Product features - Development & Delivery
- JIRA (Bug/Feature/Task Management)
- Contribution in Community

PROFILES

Github: *https://github.com/max6363*

LinkedIn: *https://www.linkedin.com/in/mohammedminhaz-panara-bb038736/*

Medium: *https://medium.com/@minhaz.panara*