



MILAN PANCHAL

IOS TEAM LEAD

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BLOG:

medium.com/@milanpanchal24

GITHUB:

github.com/milanpanchal

SOFT SKILLS

Problem solving & Analytical skills,
Leadership skills,
Proactive Approach
(Understand, Plan, Respond, Deliver)

TECHNICAL SKILLS

Mobile Development & IDE

Swift, Objective-C, Xcode, Cocoa
Touch, Core Data, Firebase, SwiftLint

Payment Gateways

Master Pass, PayFort, Ingenico,
RazorPay, PayU

Version Control

GIT, SVN

Other

REST, Postman - API Testing, Jira,
Basecamp, Bitbucket, Asana

LANGUAGES

English
Hindi
Gujrati

SUMMARY

- Dynamic and passionate individual with extensive experience in application development lifecycle from concept through delivery of next-generation applications and customizable solutions in an Agile Environment.

- With nearly eight years of development experience, three years of project management, I have a track record of working with top clients and building their business ideas. Continuous learner always looking for an enriching and strengthening my technical and professional skill set.

- Specialties: Mobile Application Development, Project management, Payments, iOS, Agile Development, Postman for API Testing

WORK EXPERIENCE

Antarctica Global: iOS Lead

Nov 2019 - Present

Cox & Kings: Deputy Manager

Dec 2017 – Sep 2019

➤ Responsibilities:

- Design, development and maintenance of the native iOS mobile application.
- Lead the entire app lifecycle right from concept stage until delivery and post-launch support.
- Designing and implementing new features in existing iOS applications.
- Debugging, bug fixes, and performance improvement.
- Used GIT (Bit bucket) as a versioning control tool for the application code.

Pocket App: Senior Software Engineer

Feb 2015 – Dec 2017

➤ Responsibilities:

- Participate in various phases of SDLC including design, coding, reviews, testing, and documentation.
- Had a chance to mentor junior developers.
- Identify and correct bottlenecks and fix bugs.
- Developed application in Objective-C as well as Swift
- Have worked in In-app purchases, Location-Based Services and supporting multiple screens.
- Used GIT and SVN (Project Locker) as a versioning control tool for the application code.
- Used Bugzilla for the bug tracking.
- Worked with tools such as Cocoa pods, etc.
- Used Swift Lint - A tool to enforce Swift style and conventions.
- Had done code review of the junior developers.
- Involved in projects from start to delivery - Agile methodology.
- Developing the base structure for iOS app.
- Development of complex tasks.
- Involved in discussions and providing suggestions on timeline, functionalities.
- Worked with location-based services for Geofencing
- GIT configuration management.

HOBBIES

Trekking
Cricket
Blogging

REFERENCES

Available on request

- Research and Development.

Ducktile Labs Pvt. Ltd.: Software Engineer - iOS Jul 2014 – Jan 2015

➤ **Responsibilities:**

- Develop application for iPhone & iPad

IntraSoft Technologies Limited: Software Engineer Dec 2013 – Jul 2014

➤ **Responsibilities:**

- Own the iOS product end to end, including sprint management, development, bug tracking, app performance, and release to the AppStore.
- Work closely with the design, back-end, and other engineering teams to build a world-class product.
- Optimization of the application for maximum speed and scalability.
- Social Media Integration (Facebook, Twitter, etc.)
- Integrating external libraries (AFNetworking, SDWebImage, etc.)
- Integrated Flurry for event tracking.
- Integrated Google AdMob SDK for Sticky Banner Ads

VivaConnect Pvt. Ltd. (Movivation Labs Pvt. Ltd.) Nov 2011 – Dec 2013

➤ **Responsibilities:**

- Build applications for the iOS platform in Objective-C
- Build web services for the mobile team in Eclipse using spring technology.

EDUCATION

Bachelor of Technology (B.Tech.) 2007 - 2011
Bachelor of Technology (B.Tech.) Field Of Study Information Technology
Grade Distinction from Ganpat University

AWARDS & RECOGNITION

- Appreciation for the quarter (Jul - Sep 2015) at PocketApp.
- Rising Star Performer at Movivation Labs in year 2011

PROFESSIONAL CERTIFICATION & TRAINING

- Certified Objective C – Basic - CutShort Feb 2020
- Introduction to Internet of Things and Cloud - Udemy Jan 2020
- Learn Swift Series - Udemy Dec 2019
- Basic Swift 4 and iOS 11- Udemy Dec 2018
- Fascinating World of Agile Aug 2017
- iOS – Test Dome