Zulqurnain M

iOS Team Lead, 11+ years experience
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I have been developing successful mobile applications from about 11 years now. Throughout my career I have pursued diverse mobile applications which encompass enterprise apps, social media apps, gaming, augmented reality, virtual reality, computer vision, product delivery, and sports reporting apps. My emphasis are on clean architecture, robust data structures, stringent testing methods, SOLID practices and agile delivery mechanisms. Apart from that I like to go an extra mile and challenge my own limits. I like to work with passionate people who think out of the box and have broad vision.

INDUSTRIES: Services, Sports and Gaming

TECHNICAL SKILLS

• swift	8 years
• ObjectiveC	4 years
• C++	4 years
• SwiftUI	3 years
• Kotlin	2 years

SOFT SKILLS

Problem-solving, Critical thinking

PROJECT DETAILS

• GoPlaySafe — October-2020 - September-2020

Project Description: This app lets you checkin based on your location into golf courses throughout uk
Responsibilities: 1-Giving support for the already existing mobile applications 2-Developing mobile applications from scratch and getting them submitted on apple and google playstore. 3-Revamping already existing mobile applications 4-Collaborating with the web development team 5-Collaborating with the graphics team 6-Collaborating with the Quality Assurance team 7-Take part in meetings with clients for requirement gathering 8-Reverse Engineering 9-Carry out R&D to solve challenging problems
Technologies: swift and kotlin
Industry: Services
Link: https://apps.apple.com/us/app/goplaysafe/id1517028573

• moovup — October-2018 - October-2019

Project Description: It was an app that helps people find part time jobs in their vicinity. There were 2 aspects to it i.e. employer and worker
Responsibilities: 1-Application development 2-Application optimization 3-Communicate with the graphics designer for UI/UX 4-Communicate with backend for web service integration 5-Take part in daily scrum 6-Continuous integration of new features 7-Application QA 8-Suggestion latest features which can enhance customer experience 9-Updating my development skills to make the product more convenient and responsive 10-Making sure that best development practices are being followed 11-R&D to make the product better. 12-Github repository source management 13-Managed the team of mobile developers(2 android developers and 1 ios developer)
Technologies: Swift and kotlin
Industry: Services
Link: https://apps.apple.com/hk/app/moovup-front-line-jobs-search/id1215492885?l=en

• Rush Bubble August-2012 - March-2013

Project Description: It was a game like fruit ninja where in place of fruits there were bubble that a user have to pop

Responsibilities: 1-Planning and design phase of mobile game product 2-Collaborated with the team member on creating the rush bubble game 3-Done development in cocos2D, box 2D and chipmunk engine 4-Collaborated with the graphics artist with regard to the game graphics 5-Performed the QA of the game 6-Handled the product development and publishing 7-Worked with the sound artist to incorporate sound effects in the game

Technologies: Objective-c and C++

Industry: Sports and Gaming

• Selekthuis January-2012 - July-2012

Project Description: Selekthuis was an augmented reality app that lets people visualise how their house will look after construction

Responsibilities: 1-Working on algorithm part of an augmented reality application 2-Working on implementation part in objective-c 3-Collaboration with graphics artist 4-Collaboration with the web developer 5-Participated in daily scrum to report progress 6-Adjustments in the application pertaining to the client feedback

Technologies: objective-c

Industry: Services

• Abu Dhabi Islamic Bank March-2021 - January-2022

Project Description: Abu Dhabi Islamic Bank iOS app is the digitisation of Abu dhabi islamic bank process through which user can onboard, manage their current and saving account, transfer funds, look at their spending, apply for loans, perform KYC and other bank related processes

Responsibilities: • Develop mobile applications pertaining to ios • Review and incorporate the application design • Research on new technologies (SDK’s/Tools) related to existing and potential projects • Adapt and engage in the solution services and/or hosting services • Develop applications for client’s projects and in-house needs • Engage with clients’ needs of adapting their corporate standard and identity. • Provide consultation and tips to the team and customers whenever required • Research and learn adopting new tools, techniques, for code optimization and testing project functionalities.

Technologies: swift

Industry: Services

Link: https://apps.apple.com/ae/app/adib-mobile-banking-app/id1128180440

• SureFit February-2017 - December-2019

Project Description: Surefit is an app which lets people purchase custom fit clothes owing to their unique fit profile.

Responsibilities: 1-Writing clear, concise, robust, disciplined and testable code primarily in objective-C, swift, kotlin, c++, Java and Javascript. 2-Using professional tools like Jira(for project management), Atlassian.com(for project management), git, invision(for graphics management), postman(for webservices testing), charles(webservice testing). 3-Communicate in daily scrum and report the task progress and discuss product functionality 4-Engage in team discussion pertaining to the product and assessment of related functionality with regard to the user feedback. 5-Research and development in case of certain functionality that is new in the market and can add value to the product. 6-Take part in training workshops related to the latest technologies to add greater value to the product which includes new architectures like VIPER, emerging languages like react native and kotlin. 7-Performing unit testing of the related module. 8-Engage in healthy debates on how to make the product better with both onshore and offshore team. 9-Work on how to make the code more organised, easy to manage, concise and promote industry best practices. 10-Collaborate with web development team for web-services and web related functionality. 11-Collaborate with graphics artists for graphics adjustment. 12-Collaborate with DBA for database related tasks. 13-Collaborate with the QA team for Unit tests, Integration tests, Functional tests, End-to-end tests, Acceptance testing, Performance testing, and Smoke testing.

Technologies: swift, kotlin and c++

Industry: Services

Link: https://appadvice.com/app/selfiestyler-surefit/1345754323

• Shaadoow October-2020 - April-2021

Project Description: It was a karaoke app through which you can sing with any of 50 popular singers in the mean region like Majid Al Muhandis

Responsibilities: 1-Giving support for the live ios mobile application 2-Carryout R&D to work on the challenging aspects of the app 3-Working on the augmented reality module of the app 4-Working on the audio synthesis filter of the application 5-Collaborating with QA, graphics artist and web developer

Technologies: swift, and c++

Industry: Services

Link: https://apps.apple.com/ae/app/shaadoow-شدو/id1498893008

• Brabble

Project Description: Brabble was a typical social application where people can upload their details in profile and share images, and videos with their friends. It was both on iOS and android

Responsibilities: 1-Working on brabble application backend restructuring pertaining to node js, redis, and amazon 2-Migrating brabble application from native ios and android to react native 3-Worked on writing technical specification of the legacy modules of brabble 4-Responsible for application testing 5-Collaborated with team for development 6-Pursued development of complete brabble application

Technologies: Objective-c and Java

Industry: Services

Link: https://appadvice.com/app/brabble/570281083

• Kalido

Project Description: Kalido is an app that connects the right employ with the right employer and vice versa with the help of ml engine

Responsibilities: •Collaborating with the product owner and team members to evolve existing product •Giving support for the existing product •Perform R&D related to the new features •Adding new feature to the product •Refactoring the legacy code •Augmenting existing features •Promoting application testability

Technologies: swift, golang, grpc, BFF

Industry: Services

Link: https://apps.apple.com/us/app/kalido-the-opportunity-app/id961851767

EMPLOYMENT HISTORY

• ios developer January-2012 - July-2012

Description: 1-Working on algorithm part of an augmented reality application 2-Working on implementation part in objective-c 3-Collaboration with graphics artist 4-Collaboration with the web developer 5-Participated in daily scrum to report progress 6-Adjustments in the application pertaining to the client feedback

EDUCATION

• Bachelors degree in Computer Science from PIEAS 2007 - 2011

LANGUAGES

• English - native

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