Vinit Jasoliya

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EDUCATION

New York University, Brooklyn, NY   May 2018 (Expected)
Master of Science in Computer Science

University of Mumbai, Mumbai, India   May 2016
Bachelor of Engineering in Information Technology

TECHNICAL SKILLS

Programming Languages: Swift, Objective-C, JavaScript, Java, PHP, HTML5, CSS, C, C++, C#, Python, MySQL

Technologies: CoreData, CocoaPods, Carthage, Firebase, RESTful services, SiriKit, Alamofire, Angular JS, Node.js, ReactJS, Django, Git, emacs, gedit

Tools: XCode, Adobe Photoshop, Sketch 3, WordPress, IntelliJ IDEA, Atom, Unity 3D, Amazon Web Services (AWS), Eclipse, Codeflow, Net Beans

PROFESSIONAL EXPERIENCE

Eulerity | iOS Developer Intern, New York   Sept 2017 – Present

- Assist in developing core Eulerity services API and custom widget frameworks using Reactive Swift.
- Integrating Facebook Graph API for advertisement publication and locating places using Apple MapKit.
- Increased business growth by tracking the usage of app flow and A/B testing using Firebase Analytics.
- Building Alexa Skill Kit to provide reporting data and toggle features using lambda functions in node js.

New York University | Web Developer, New York   Jan 2017 – Present

- Implementing dynamic & mobile responsive web portals using HTML, CSS, Angular JS, JavaScript and PHP.
- Improved account security by adapting token based authentication such as JSON Web Token.
- Led team of 3 undergraduate students for product development; provided strategic recommendations for tackling specific problems and following latest software development guidelines.

PROJECTS

Movitaur – Movie Database: Swift, Alamofire, ObjectMapper, XCode   Sept 2016 – Nov 2016
Freelance iOS Application

- An iOS application showcasing rich graphical content on popular movies and celebrities, developed using Alamofire HTTP networking, SwiftyJSON and ObjectMapper for parsing API Response.
- Programmed asynchronous data fetching and caching imagery data for better performance.

Bunk Manager: Swift, CoreData, Spring, XCode   Feb 2015 – April 2015
Freelance iOS Application

- Built an attendance tracker application with smart calculations and interactive charts for summary with quick swipe actions and widget extensions.
- Designed a Dark Mode feature to convert all UI elements on a darker range of colors.

iDesigner: Unity 3D, C#   July 2015 – Feb 2016
Final Year Project, B.Engg

- A virtual reality mobile application aimed for customizing home interiors and various furniture options in real time leveraging Google VR SDK and Google Cardboard.
- Designed custom furniture in Adobe Photoshop and devised on Unity 3D for iOS, Android & Windows Platform.

Vocobo: Swift, CoreData, XCode   Oct 2014 – Jan 2015
Client: Institute of Management & Foreign Studies

- Developed a flashcard based iOS application consisting of a comprehensive list of vocabularies to study, test and search from.
- Implemented using CoreData for saving favorite words and SwiftyJSON to parse JSON files.

ADDITIONAL INFORMATION

- Writing iOS app development tutorials on **SwiftyOS Blog** and open sourcing on Github.
- **Five apps** live on AppStore namely Bunk Manager, Evenflo, Brunge having a total of 30,000 downloads.
- Conducted an iOS App Development workshop for a class strength of 75 on building to basic TODO List.
- Featured on blogs such as iDownloadBlog, Redmonpie for iOS themes designed using Photoshop & Sketch.