IOS DEVELOPER

Kedarnath Pandya

PROFILE

Completed B.E.Computer in 2021. An iOS developer, developed 40+ iOS mobile applications while learning iOS courses at Udemy and other online platforms.

Certified Apple Teacher and Apple Swift Playground Teacher.

Basic knowledge of AR(augmented- reality) and machine learning. Developed some applications in AR and ML also created its own usdz file in Reality Composer for AR applications.

Familiar with Xcode, Swift Programming Language, Swift UI, Reality Composer, Postman, JSON API.

In graduation time I organised some technical events at my institute. Familiar with operations system of Apple.

EDUCATION

Swarrnim Startup and Innovation University - Gandhinagar – B.E.-Computer - 2021

Sahjanand Vidyalaya - Ahmedabad – High School - 2017

Aadharshila Education and Charitable Trust - Gandhinagar – Secondary School - 2015

SKILLS

- An iOS developer developed 40+ iOS, macOS applications.
- Developed some machine learning applications in iOS, also prepared ML files for applications.
- A good amount of knowledge in AR(Augmented Reality), developed a number of applications in this sector.
- Customised and animated AR objects in Reality Composer while developing AR applications.
- Familiar with Swift-UI and developed a number of applications durning online learning phase.
- Able to parse JSON API and I have basic knowledge of API and Postman.
- Expert in Apple iMovie software.

CERTIFICATION

- Apple authorised Teacher and Apple Swift Playground Teacher. I got this achievement in August 2020.

- Completed iOS 13 & Swift -5 application development bootcamp online course at Udemy in June 2020

- Participated two days data science and machine learning workshop at my institute.

- Finished iOS 11 developer course in January 2020.

- Participated in other technical and non technical workshops during graduation time.

PROJECTS

Academic Project

- Blood Spot :-

My final year academic project. Blood Spot is a blood and plasma donation website. My role in this project was as a leader. I guided my teammates and told them to do this project. Also I decided the content of the project for my team. All presentational work was handled by me. Also I wrote reports and presented our whole idea in-front of our respected faculties.

NON-Academic Project

- Augmented Reality :-

I developed approximately 6 projects in AR simultaneously. I prepared AR objects usdz file and provided appropriate animation to that object with the help of the Reality Composer tool. This work was done during an online learning course.

- Machine learning :-

A food identification machine learning application was developed by me. I prepared an ML file with the help of testing and training data. It is a basic project of machine learning but after doing this project I knew basic knowledge about machine learning.

- Projects in Swift :-

              A number of projects were done by me in Swift programming language. These projects contain a good amount of knowledge about this programming language. Projects also contain JSON API parsing and other technical details.

- Projects in Swift-UI :-

               Developed around 8 and more applications in Swift-UI. Familiar with Swift-UI and after development I have enough knowledge about this programming language.

EXTRA CURRICULAR ACTIVITY

- Organised technical and non technical events in college.

- Mountaineer - Climbed Nainital winter track in 2019.

REFERENCES

Jaldhi Joshi - Technical Lead - PMC Retail India Pvt.Ltd., Vadodara

CONTACT INFORMATION

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