

Mudasir Ahmad Dar

Sr. IOS Developer

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 <https://github.com/Mudasir441>

EDUCATION

Master of Computer Applications

Baba Ghulam Shah Badshah University

Jul 2012 - Aug 2015

Rajouri, IN

EXPERIENCE

Sr. Software Engineer

Channel Soft

Oct 2024 - Present

Vijayawada, IN

- Create, design, develop, code, test, debug, provide beta support and implement software programs across multiple platforms, requiring experience and technical competence
- Participate in the testing process through test review and analysis, test witnessing and certification of software.
- Responsibility for planning, organizing and conducting phases of software projects, based on assessment of software function and performance requirements, definition of design specifications, development of major routines and utility programs, resolution of software compatibility and interface problems and analysis of the system's architectures.
- Demonstrate expertise in some of the field's concepts, practices, and procedures.

Sr. IOS Developer

Debut Infotech

Sep 2020 - Sep 2024

Mohali, IN

- Developed, tested, and maintained mobile applications using swift
- Managed a team of developers and took requirements from clients.
- Participated in code reviews to ensure code quality and learn best practices.
- Built an OTT IPTV streaming app end-to-end using VLCMedia for playback, with AirPlay support and ad monetization.
- Explored and learned React Native fundamentals through hands-on development

IOS Developer

Stark Edge

Jan 2020 - Aug 2020

Mohali, IN

- Developed a dual iOS application for a fitness platform enabling users to book services such as massage, therapy, and personal training.
- Implemented real-time Google Maps integration to display live location tracking and route navigation for service providers en route to customer locations.
- Built seamless booking flow including service selection, scheduling, confirmation, and status tracking.
- Designed separate user experiences for customers and service providers, optimizing usability and performance for both roles.
- Integrated real-time updates to reflect provider movement, arrival time, and job status.
- Ensured smooth app performance through efficient API handling and optimized UI rendering.

IOS Developer

Iapp Technologies

Mar 2017 - Dec 2019

Mohali, In

- Collaborated with cross-functional teams including designers, product managers, and senior developers to implement new features and resolve issues.
- Worked with APIs and third-party libraries for seamless integration with external systems.

Jr. IOS Developer

Interworld Commnet

May 2016 - Feb 2017

Chandigarh, IN

- Studied the project's codebase to understand the structure and flow of the application.
- Collaborated with team members to understand project requirements and contribute to feature development.
- Started writing and testing code for real-world applications, focusing on clean and efficient code.

TECHNICAL SKILLS

Languages: Swift, Objective C, JavaScript

iOS Frameworks: UIKit, Core Data, Core Animation, Core Location, AVFoundation, StoreKit, CoreBluetooth, WatchKit, SwiftUI

APIs and Integrations: RESTful APIs, JSON, Firebase, Apple Push Notification Service (APNs)

Architecture & Design Patterns: MVVM, MVC, SOLID Principles

Database & Persistence: Core Data, Realm, SQLite, UserDefaults, File System

Developer Tools & Technologies: XCode, VS Code, Git, GitLab, Bitbucket

Agile Development: Scrum, Jira, Polarion

PROJECTS

BLINK PLAYER PRO | Swift, SwiftUI, Combine, UIKit, AutoLayouts, JSON, XML, Realm, Third Party SDKs, MVVM
<https://apps.apple.com/us/app/blink-player-pro/id1635779666>

This is an OTT-based IPTV player for streaming live TV, movies, and web series over the internet.

I developed this app from the ground up, utilizing the VLCMedia library for video playback. I integrated Google Mobile Ads, including banner and interstitial ads. The app allows users to select their preferred language for movies or web series, where available, and also supports AirPlay for streaming content.

ROCHE/GENENTECH | Swift, Objective C, CoreBluetooth, JSON, Javascript, Cordova, MVVM

<https://apps.apple.com/in/app/roche-gne-qa45331-qa45332/id6737464328>

Roche/GNE app is intended for use to collect patient reported outcomes relating to a clinical trial. Patients are given accounts by a participating site in order to log in to the app.

I implemented Bluetooth Low Energy (BLE) to connect the iPhone with Agamatrix, Dexcom CGM and Roche Accu-Chek devices. The readings are displayed in the app, allowing the subject to submit the results to the server.

NORDICSTRONG | Swift, CoreBluetooth, HealthKit, UIKit, RESTful APIs, JSON, Third Party SDKs, MVVM

<https://apps.apple.com/in/app/nordic-strong/id1619477304>

The Nordic Strong app is your go-to training app for fitness at home, at work, or at the gym.

I integrated the Core Bluetooth (BLE) framework to establish connectivity between the app and hardware, enabling real-time display of workout metrics such as distance and calories. Additionally, I implemented the WatchKit framework to sync with Apple Watch for monitoring heart rate (BPM) and calorie data.

LOGO MAKER | Swift, UIKit, Gestures, AutoLayouts, JSON, CoreData, StoreKit, Third Party SDKs

<https://itunes.apple.com/us/app/logo-maker-logo-creator/id1224630457>

A logo maker with thousands of logo templates to choose from, customize all you want with fonts, colors, symbols and more.

Worked on different features of the app and implemented in-app purchase.