

# Gurjit Singh

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## CONTACT

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## SUMMARY

I am a forward-thinking mobile developer with good understanding of developing, implementing, evaluating, and supporting iOS and Android smartphone and tablet applications. I have a computer science degree and am still eager to learn about new technology. I worked on a variety of web development and Android app projects. I recently finished an iOS app called Morango Languages, which uses Swift, Xcode, UIKit, and Core Data to help people learn new languages in a fun way.

## WORK EXPERIENCE

### Morango Languages

**Feb 2021 — Present**

iOS Developer

- Morango Languages App - It's a language learning app built with Figma, Xcode, Swift, UIKit, CoreData, and StoreKit that aids in the learning of new languages. I was able to successfully submit multiple updates to the App Store after starting from the ground up. <https://apple.co/39aOHIL>

### Habitoo

**Mar 2020 — Feb 2021**

iOS Developer

- Habitoo - It's an iOS app that features a basic habit tracker for tracking everyday goals and behaviours. Figma, Swift, SwiftUI, and CoreData were used to build it. I designed and developed this app, which was successfully released on the App Store. <https://apple.co/3whvrck>

### Freelancer

**2017 — 2019**

Freelance Web Developer

- AMS - Attendance Management System (AMS) is the easiest and most user-friendly method of controlling attendance for faculty and students developed for Desh Bhagat University.
- Bharat Times - We created a website for newspaper company that is interactive and dynamic and has cross-browser and mobile compatibility. It has features like e-paper, matrimonial, CMS and advertisements.
- Eco Swaddles - For a clothing firm, we worked on a fully working e-commerce project that includes a CMS, a promotions and discount tools, a user-friendly checkout, a PayPal payment integration, and more.
- Exceed career coaching - We collaborated with an online coaching company to create a dynamic website to sell their courses online. This website has a CMS, an easy-to-use checkout, a Paypal payment system, and other features.
- Power to the plants - Developed a dynamic and collaborative website with a content management system (CMS), mobile compatibility, and cross-browser compatibility.
- Hepburn Retreat Centre - We worked on both the front-end and back-end of the company's website when it was redesigned.
- Continental house- Contributed to the creation of the company's new website, where I was in charge of all front-end work, including mobile usability and cross-browser compatibility.

## Tidycell

May 2015 — June 2016

Android Developer

- Picasta - It's an Android app for taking and editing selfies. It has a variety of features, including filters, drawing tools, the ability to add text to images, and the ability to crop, rotate, and change brightness, contrast, saturation, and hue. It was created with Android Studio and Java, and it was successfully released on the Google Play Store.
- Blast Of Struggle - Using the Unity game engine and C#, I created Blast Of Struggle, a fantastic casual arcade game. It was an incredible opportunity and accomplishment to work with a game engine like Unity3D and release the game on the Google Play Store.
- SketchHD - This quick and intuitive sketch app can unleash the full potential of your creativity, and it's compatible with all Android smartphones and tablets. It was incredibly difficult to create an app like SketchHD from the ground up and provide numerous features that assist in the production and editing of sketches.

## Adm System Pvt Ltd

Jan 2014 — Jun 2014

Junior Android Developer

- POPBAR - An Android app that lets you see how well-liked you are among your friends based on how they rated you in a question game. Android Studio and Java were used to build it. My work entailed designing the user interface and features, as well as publishing it on the Play Store. For app crash monitoring and analytics, I merged Crashlytics and Google Analytics.

## Sebiz Infotech Pvt Ltd

Jan 2013 — Jun 2013

Android Developer Trainee

- Anti Text Spoiler - An Android app that allows you to specify when do not disturb mode should start and end. For the duration of the time you specify, notifications, calls, and text messages are blocked. Android Studio and Java were used to build it.

## EDUCATION

### Bachelor of Technology in Computer Science Engineering

2009 — 2013

Punjab Technical University, Jalandhar, India

## TECHNICAL SKILLS

- Languages - Swift, Objective-C, Java, PHP, HTML, CSS, C#
- Operating Systems- Mac OS, Linux, Windows
- Tools - Xcode, Android Studio, Git, Figma, Bootstrap, Unity3D, WAMP, LAMP, GIMP, Inkscape

## PUBLICATIONS

I write articles on [www.gurjit.co](http://www.gurjit.co) that cover the latest Xcode, Swift and iOS development tips and tricks.