



TIBIN THOMAS

TRIVANDRUM, KERALA, INDIA

PHONE
8547643993

WEBSITE
tibinthomas9.github.io

EMAIL
tibinmutholy@gmail.com

SOCIALS
@tibinT9 (Twitter)
tibinthomas9 (LinkedIn)
tibinmt (Skype)

IOS DEVELOPER/ OPEN SOURCE ENTHUSIAST

iOS developer with 2.5+ years of experience. I love to learn and build cool things. Swift is young and ambitious, so am I. Deeply passionate about science and technology. I make it my goal to create software with the user in mind, creating applications with a usable and intuitive user interface experience. I also understand the importance of creating highly readable and easily maintainable source code. I am constantly striving to learn new technologies and look to ways to better myself in this rapidly changing industry.

I have worked on various domains ranging from iOS SDK development for competitive gaming platform (eSports), real time chat application with firebase and social logins to developing my own custom components as a learning step. Familiar with apple apis and other most common platforms used in day to day software engineering.

EXPERIENCE

Experion Technologies -> 11/2016 – 03/2018
TRIVANDRUM, KERALA /// ASSOCIATE SOFTWARE ENGINEER

Worked in angularjs, react-native, node and then switched to ios Development.

Experion Technologies -> 04/2018 – present
TRIVANDRUM, KERALA /// SOFTWARE ENGINEER

Worked on chat application, SDK development and various other projects.

JackpotRising SDK
IOS DEVELOPER/ SWIFT

An iOS SDK, that can be integrated into mobile games. This is a software solution that helps mobile game developers integrate into their games that enables their users to compete against each other for real money jackpots. Just integrate this sdk and it will present user the interfaces to view and participate in tournaments within a game. Users can view their leaderboard, update their profile etc.

Reference: <https://www.jackpotrising.com/>

JackpotRising Native App
IOS DEVELOPER /SWIFT

A native iOS application for JackpotRising esports platform. It provides jackpotrising users the ability to view and manage their profile. Also the app could be used to login and play arcade games, view game details etc. We integrated qr scanning, nfc reading and universal linking , zooz payment sdk into the app.

Oros Messaging App
IOS DEVELOPER/ SWIFT , OBJECTIVE C

Developed a messaging application that works similar to quora. Users can ask questions by choosing topics and interests and a group of people with similar interests are added to a group. Users are able chat in groups and also privately. We developed the chat platform using chatsdk and firebase and maintained the chat data using Core Data.

Reference: <https://www.orostext.com/>

EngagedXB
IOS DEVELOPER/ SWIFT

A Mobile Application by Dubai Economy to collaborate and engage the business communities (Non Profit Organisations) in the emirate of Dubai. I was involved in developing the profile section of the app and also was able to assist in implementing other key areas of the application.

Reference: <https://engagedxb.gov.ae/>

Mentegram
IOS DEVELOPER /OBJECTIVE C

Mentegram is a software platform that allows therapists, researchers and other professionals to track mood and behaviour. I was involved in redesigning the application and also in implementing haptic feedback and other visual feedbacks. Also helped the team by fixing some issues and bug and deploying a new version to appstore.

Reference: <https://mentegram.com/>

myRxMedsaver
IOS DEVELOPER /OBJECTIVE C

I worked alongside a team in developing a medical bill saver application be used at pharmacies. A user selects a preferred pharmacy using a map view or list view, and can use the cards in the app to avail discounts. I was able to work on mapkit, geofencing, annotations and keychain.

Gate Pass Issue System (GPIS)
NODEJS, ANGULAR2

Developed a small-scale internal project to demonstrate my skills. I was tasked with developing a full stack system on my own. I was able to successfully design and develop a full stack system with node as backend and angular2 as front-end.

GitHub: <https://github.com/tibinthomas9/gpis>

TOOLS AND FRAMEWORKS

- Xcode
- Git
- Google cloud platform (GCP)
- VScode
- Fastlane
- Firebase
- Avocode
- Instruments

AREAS OF INTEREST

- ARKit
- Machine Learning and AI
- watchOS, tvOS
- Google cloud Platform (GCP)
- Firebase
- DialogFlow

LANGUAGES

- Swift, ObjectiveC
- ReactNative, React
- NodeJS
- AngularJS, HTML, CSS
- C, C++, Java
- Python

EDUCATION

Amal Jyothi College Of Engineering /// B.Tech in Computer Science -> 2012 – 2016
Passed in First Class with 7.38 CGPA.

Marygiri Public School /// AISSCE -> 2010 – 2012
Passed with 85.4% marks

Auxilium School /// CISCE -> 2010 – 2010
Passed with 85.7% marks

MY PET PROJECTS

Whatsapp Status Clone/ Swift
<https://github.com/tibinthomas9/whatsappstatusclone>
2018

Replicated the whatsapp status screen functionality. The list autogrows and auto limits its size and is draggable. I was able to replicate the animations and other behaviours.

CustomComponents/ Swift
<https://github.com/tibinthomas9/CustomComponents>

Created a list of custom components that could be reused and could help other developers.

- **GraphView**
A UIView subclass that could be used to plot a linear graph with custom milestones. The size, color, milestone size, and lengths are customizable. Also it can show a customizable progress view within it. You can specify a start, end, progress and milestones. The component automatically handles the layout.
- **BadgeButton**
A component to add a badge to any corner of a button with custom string
- **ToastView**
A highly customizable android style toast view for iOS. It has configurable cool animations as seen in YouTube app. Also it can be attached to top or bottom or in a free position.

Flappybird game controlled using head movements/ Swift
<https://github.com/tibinthomas9/FlappySwift>
2018

Recently ebay launched an open-source library called *HeadGazeLib*, which could be used to control app elements using head movements instead of touch. I integrated it into an open source flappy bird game build using sprite kit. I modified it to use head movements instead of touches.