Vinayak Eshwa

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EDUCATION

Georgia Institute of Technology - Atlanta, Georgia, USA   *Aug 2023 - Dec 2024*
Master of Science in Computer Science (Specialization in HCI), GPA - 4.0

Vellore Institute of Technology - Vellore, Tamil Nadu, India   *Jul 2013 - Jul 2017*
Bachelor of Technology in Computer Science and Engineering, GPA - 9.41/10 (3.704/4 per scholaro)

SKILLS

Swift, Objective-C; Java, Spring Hibernate; Core Data, Core Animation, Core Bluetooth, StoreKit, Auto Layout, UIKit, SwiftUI, Multithreading, XCTest, Push Notifications, Human Interface Guidelines; RESTful APIs, GraphQL; TensorFlow; MVP, MVVM

WORK EXPERIENCE (5+ years)

Founding Engineer   *Aug 2024 - Dec 2024*
Stealth Startup backed by Antler
- Developing a health co-pilot app, integrating multimodal medical AI models (Med-Gemini) and deep learning algorithms for real-time, personalized health insights.
- Building the entire AI development lifecycle, including data collection and preprocessing, ensuring compliance with HIPAA.

Software Engineering Intern (HD Maps)   *May 2024 - Aug 2024*
Apple Inc - Cupertino, USA
- Designed and developed a metrics visualization dashboard (iOS, iPadOS, macOS - Designed for iPad) using **UIKit** and **SwiftUI**.
- Implemented raw data processing on device and plotted it on charts using **Swift Charts.** Data was modeled using **Protobuf**.
- Fixed bugs in and added small features to **C++** and **Vapor** codebases as well as other internal iOS applications.

SE-II iOS apps.apple.com/in/app/pratilipi-books-and-stories/id1484810435   *Sep 2022 - Aug 2023*
Pratilipi (Nasadiya Technologies Pvt. Ltd.) - Bengaluru, India
- Served as the **lead iOS Developer** for the app **Pratilipi (8M+ MAU)**, a novel reader app.
- Spearheaded a feature for improved reading experience by incorporated vertical and horizontal reading modes, color modes, customizable font sizes and line spacing. **Increased completed reads by 7% per user**.
- Contributed to keeping **crash rate below 1%** by fixing bugs across the app using **Firebase Crashlytics**.
- Added introductory offers to In App Purchases and fixed In App Purchase flows.
- Introduced a **font system** mimicking the nomenclature of Apple's UIFont.TextStyle for the app's custom font.
- Implemented a **Swift wrapper for UICollectionView** to remove the need to write UICollectionViewDataSource and Delegate functions each time, thereby decreasing development time, increasing modularity, and reducing repetition of code.
- Created a system for Analytics, helping the product team clean up events leading to better insights.
- **Mentored an intern** in his final semester of undergraduate studies.

SDE-II iOS www.onjoyride.com   *Oct 2021 - Aug 2022*
Joyride Games Pvt. Ltd. - Bengaluru, India
- Collaborated with a cross-functional team to optimize and maintain a shared code base across multiple applications.
- **Migrated to a modular architecture** in collaboration with the team, enabling third-party Unity game integration.
- Removed memory leaks on a core module and migrated it from Objective-C to Swift.
- Implemented support for Rally Token as in-game currency.

Associate L2 iOS Developer (SDE-II Equivalent)   *Oct 2020 - Oct 2021*
Intelligence Game Pvt. Ltd. - Uttar Pradesh, India
- Sole iOS Developer on a cross-functional team for the mobile application.
- **Designed 3 algorithms** for different components of the app (both server side and client side).
- **Doubled as a designer** to redesign the existing UI, leading to a **15% increase in user conversion**.

iOS Developer   *Oct 2015 - Jul 2017*
Freelancer
- Developed 4 applications. Used **Firebase** as the backend. Designed the entire UI for 2 of the 4 applications.

PERSONAL PROJECTS

SETabView github.com/eshwavin/SETabView   *Mar 2020 - Present*
- A custom TabBarController for iOS and iPadOS, using **Core Animation on UIBezierPaths** for beautiful animations **(70+ stars)**.

Beacon Buddy apps.apple.com/in/app/beacon-buddy/id1563537458   *May 2021 - Present*
- An iOS and iPadOS app to help developers test iBeacon configurations and visibility.
- Leveraged **Core Bluetooth** framework for beacon ranging and detection, **Core Data** for persistent storage.

OTHER ACHIEVEMENTS

- **CeBIT IOT Labs (2016)**: Second place at the hackathon. Developed a device to measure pressure on knees (FitKnees).
- **Speaker at iOS Fusion (2016)**: A 2 day workshop on iOS Development for **200+ attendees**, during **GraVITas 2016, VIT**.
- Reviewed a chapter for the book "Handbook of Neural Computation", published by Elseveir.