

# Arpit Agarwal

Software Engineer, iOS

4+ years of experience in shipping industry leading mobile apps for millions of people

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## Experience

### Lead Engineer, iOS

[Zomato](#)

New Delhi, India (2017 — Present)

### UX Engineer

[Zomato](#)

New Delhi, India (2016 — 2017)

### Co-founder

[GrepSale](#)

Bangalore, India (2016)

### Software Engineer, iOS

[Zomato](#)

New Delhi, India (2015 — 2016)

### Game Programmer

[Gameloft](#)

Guadalajara, México (2013 — 2015)

## Accomplishments

- Delivered the brand-new iOS app with revamped UI Kit and ad model. Top-rated app on the App Store (food & drinks category) in focus markets
  - Streamlined flows with custom transitions, animations, and microinteractions
  - Established systems - CI, icon kit, localization sync, and UX monitoring
  - Prototyped the Zomato iOS app in Arabic (right-to-left layout) for UAE users
  - Planning the bi-weekly sprints for the iOS team
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- Doubled monthly traffic (to 2.7 million) of the top 3 mobile web pages, 4x drop in bounce. Redesigned and coded the SEO-friendly versions of these pages
  - Initiated redesign of the whole Zomato desktop web experience (in progress)
  - Designed a quirky vector animation for the welcome screen of the Zomato app
  - Programmed an animated splash screen for the Order by Zomato app
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- Set up GrepSale, a marketplace for hyperlocal stores
  - Created the architecture and UI/UX of the customer and merchant apps
  - Conceptualised the business plan and base branding after conducting user research with shop owners in Tier-2 cities in India
  - Built the initial version of the customer-facing iOS app
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- Built and launched the Order by Zomato iOS app (200K orders daily)
  - Accelerated development by modularising apps into base frameworks (UI, Order, Networking, and more). This system keeps 7+ apps in sync
  - Built the first UI animation library for Zomato iOS apps
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- Built the Disney Pixar's game **Cars: Fast as lightning** for Android (50+ million downloads, 1million+ downloads in first 3 weeks)
  - Added the tracking system to power in-game analytics
  - Coordinated with producers, flash artists, and 3D animators

## Education

B.Tech Computer Science and Engineering

[Jaypee Institute of Information Technology](#)

Delhi NCR, India (2009—2013)

## Skills

Development : iOS development, XCode, Objective-C, SDKs, HTML/CSS, Python, C++, Swift(Learning), React(Prototyping), game development

Design : Wireframing, rapid prototyping, usability, UI/UX design, Sketch, motion design, Animate CC, After Effects, vector illustrations

Management : Sprint planning, continuous integration, team building, design thinking, deep work, documentation

## Achievements

Top Writer in Design on Medium.com  
National finalist ACM ICPC '12  
MIT Media Lab Design Innovation 13

## Interests

Storytelling, animation, mentorship, creativity, typography, psychology, writing, speed cubing, photography, swimming, trying, failing, learning, starting over