

Arpit Agarwal

Software Engineer, iOS

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

 <https://arpit.work>

 [linkedin.com/in/arpitwork](https://www.linkedin.com/in/arpitwork)

 hi@arpit.work

 +91-958-297-7098

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
- 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
- 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
- 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
- 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