

# Arpit Agarwal

9+ Years of Experience in Leading and Delivering Global iOS Applications

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## Experience

- **Founder & Lead iOS Developer**  
**Plat**  
*India · Remote (2024)*
- **Product Lead & Senior iOS Developer**  
**Anyplace**  
*Bay Area, USA · Remote (2023 — 2024)*
- **Senior iOS Developer**  
**Anyplace**  
*Bay Area, USA · Remote (2018 — 2023)*
- **Lead iOS Developer**  
**Zomato**  
*New Delhi, India (2017 — 2018)*
- **iOS Developer**  
**Zomato**  
*New Delhi, India (2015 — 2016)*
- **Game Developer**  
**Gameloft**  
*Guadalajara, México (2013 — 2015)*

## Accomplishments

- Developed a meal planning app from problem statement to final product, including concept, mockups, design, prototyping, and development.
- Managed both the iOS app and backend on AWS using Amplify and DynamoDB.
- Integrated recipe and nutritional APIs, optimizing performance to reduce load times by 40%, ensuring robust reliability.
- Established and managed agile pipelines for frontend, backend, and iOS teams, reducing sprint cycle time from 3 weeks to 2 weeks.
- Led UI/UX design and development for iOS and Android apps, streamlining releases cycles.
- Initiated and launched an Ops tool, cutting operational response time by 50%.
- Independently delivered the Anyplace iOS app for the US market with a 0% crash rate, increasing user engagement by 25%.
- Architected and designed complex user flows (booking flow, income and identity verification), enhancing user experience and reducing process time by 40%.
- Implemented data analysis tools, resulting in a 30% increase in actionable insights and driving innovative feature development.
- Delivered the brand-new iOS app with revamped UI Kit and ad model. #1 app on the App Store (food & drinks category) in focus markets.
- Built and launched the Order by Zomato iOS app (200K orders daily).
- Established systems - CI, icon kit, localization sync, and UX monitoring.
- Streamlined flows with custom transitions, animations, and micro-interactions.
- Leading the team to be agile and productive. Keeping the design team in sync.
- Accelerated development by modularising apps into base frameworks (UI, Order, Networking, Localization, and more). This system keeps 7+ apps in sync.
- Prototyped the Zomato iOS app in Arabic (right-to-left layout) for UAE users.
- Built the first UI animation library for Zomato iOS apps.
- Built the game **Disney Pixar's 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)

## Achievements

Top Writer (Design) on Medium.com

MIT Media Lab Design Innovation '13

National Finalist ACM ICPC '12

## Skills

**Software Development:** iOS development, Swift (extensive experience), Xcode, Objective-C, SDKs, frameworks, and libraries. UIKit, SwiftUI (familiar), combine. Architectural patterns (MVVM, etc), design patterns. Testing (XCTest), CI/CD. RESTful and GraphQL APIs, third-party integrations. Familiar with Python, C++.

**Additional Skills:** Agile methodologies, sprint planning, leadership, team management. Human interface guidelines. UI/UX design, Figma. Design thinking, deep-work techniques for productivity.

## Interests

Storytelling, animation, mentorship, creativity, typography, psychology, writing, speed cubing, photography, swimming, continuous learning