Ashish Dwivedi

Staff Software Engineer - iOS / Native Platforms
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Summary

Native Apple-platform engineer with 7+ years building Swift/iOS applications, platform frameworks, real-time media and high-performance consumer experiences. Experienced in architecture ownership, Swift/Objective-C interoperability, release reliability, automated testing, telemetry and cross-functional delivery.

Experience

Staff Software Engineer — Nov. 2025 – Present
JioHotstar — *Bengaluru, India*

- Lead the Cricinfo iOS app team and rearchitect the application using SwiftUI, Clean Architecture and server-driven UI patterns for long-term scalability and maintainability.
- Own technical architecture and delivery for native sports-platform integrations powering Cricinfo + Hotstar live experiences, including match stats, polling and watch-party enrichments at consumer scale.
- Designed CricGPT application integration across native iOS, LLM-backed APIs and Siri Intents to support conversational cricket discovery and match insights.
- Designed a device-farm lab and automated UI validation pipeline across iOS and Android, improving pre-release confidence for high-traffic interactive features.
- Led production instrumentation and post-launch analysis for conversational and sports funnels, translating telemetry into reliability, UX and platform improvements.
- Set engineering direction across application, backend and data partners by defining API contracts, release readiness, telemetry and reliability standards for interactive sports workflows.

Senior Software Development Engineer I — Oct. 2023 – Oct. 2025
Viacom18 - Jio Cinema — *Bengaluru, India*

- Led integration of high-traffic interactive sports experiences with JioCinema's video-player platform, coordinating application, playback and partner systems for large-scale live events.
- Extended an internal SwiftUI-based server-driven UI framework with adaptive-width and landscape-layout capabilities, eliminating duplicated feature-specific layouts across native surfaces.
- Architected real-time sports capabilities including polling, match statistics and 360-degree player interactions, increasing user participation by an estimated 3%.
- Drove release coordination and production monitoring with third-party vendors and platform partners for IPL cricket and Bigg Boss OTT Season 3.
- Improved engagement and Watch Party retention during Test matches by 5% through video-platform feature integration and post-launch iteration.
- link: jiocinema-shows-tv-sports

Software Engineer 2 - iOS — Feb. 2022 – Oct. 2023
Intuit Technology — *Bengaluru, India*

- Architected and delivered native iOS video-conferencing capabilities for TurboTax, scaling the platform from 1:1 to multi-participant sessions for production-critical tax workflows.
- Integrated CallKit for VoIP calling and built AV-based camera preview, background filters and n-way video meeting UI across real-time media states.
- Improved testability of the video-meeting architecture, increasing unit-test coverage from 10% to 86% with focused XCTest coverage for calling flows.
- Refactored feature code around reliability, maintainability and edge-case handling for customer-facing video support experiences.
- link: turbotax-file-your-tax-return

Software Engineer — April 2021 – Jan 2022
Toppr Technologies — *Hyderabad, India*

- Owned native development across Toppr Basic, Toppr Plus, BFS Free and BFS Paid applications.
- Implemented classroom video conferencing using Twilio with video and screen-sharing support for 1:4 participant sessions.

- Built classroom interactive game experiences including quiz, trivia and scrolling game flows reused across BFS apps.
- Improved code quality and maintainability across education app modules used in live classroom workflows.

Software Engineer — Nov. 2018 – April 2021

Poshmark — *Bengaluru, India*

- Optimized listing creation performance for users with 80K+ local and iCloud photos by introducing in-memory caching and reducing media-loading overhead.
- Implemented recent search sync across multiple logged-in devices while maintaining interoperability between Objective-C and Swift modules.
- Migrated Home Feed and Shop Feed tabs to Swift MVVM architecture, improving maintainability of core commerce surfaces.
- link: poshmark-buy-sell-fashion

Selected Technical Projects

LoomyAi | *Swift, Combine, Element.io* — Sep. 2023 – Dec. 2023

- Built a native iOS chat experience with Element SDK and Combine to unify messages across WhatsApp, Instagram, Facebook and email for easier search and viewing.
- link: loomyai.com

iOS UI Animations | *Swift, UIKit, Core Animation* — Apr 2021 – Present

- Built UIKit and Core Animation prototypes exploring gesture-driven user journeys, interactive transitions and reusable animation patterns.
- links: laugh-challenge, horizontal-slider

Technical Skills

Apple Platforms: Swift, Objective-C, SwiftUI, UIKit, Combine, Foundation, Core Data, Core Animation
Performance & Concurrency: Swift Concurrency, GCD, memory caching, media loading, native UI performance
AI & Automation: Python, GenAI/LLM integration, prompt evaluation, DSPy, GEPA
Quality & Release: XCTest, XCUITest, device-farm automation, CI/CD, production telemetry
Services & Architecture: REST, GraphQL, URLSession, MVVM, server-driven UI, API design

Education

Sathyabama University, Bachelor of Information technology 2010 – 2014
P.N.Amersey High School, Higher secondary 2008 – 2010