

Manjit S. Bedi w@manjitbedi.com Skype: ManjitSBedi

manjitbedi.com/portfolio

github.com/ManjitBedi

I have been working on iOS projects since 2009 as a developer; the apps have been coded in Obj-C & Swift. I have also been working with C# & Unity 3D & I have worked with machine learning & TensorFlow. I have worked in teams sizes of various sizes. I have worked in environments where scrum & agile methodologies have been used. I have experience in project management & technical producing. I have worked remotely on a few projects using tools such as: Jira, Asana & Trello with Slack & Skype used for communication.

ACHIEVEMENTS

- I worked on a video content management system for the Guardian media group (U.K) in 2009; the system was designed and implemented by Met Film Post Limited.
- I worked as a developer on an enhanced TV program on Sky Digital (U.K) called “Super Keno”.
- I was part of the original BBC Interactive team that developed the digital TV services at the BBC (U.K.).
- From mid 2013 to early 2014, I worked on a digital art Project “Circa 1948” at the National Film Board of Canada.

PROGRAMMING & MARKUP LANGUAGES

Swift, Objective-C, C++, C#, C, WML, XML, TVML, SVG, CSS3, HTML5, Javascript, Perl, JSON, Python

iOS FRAMEWORKS & 3RD PARTY FRAMEWORKS

Map Kit, Core Data, AV Foundation, Core Audio, UI Kit, Core Graphics, Core Text, Store Kit, Quartz Core, Core Animation, Core Image, Message UI, Core Motion, Core Location, Sprite Kit, Scene Kit, Watch Kit, Google Analytics, Google Mobile Ad Banner, Facebook iOS SDK, Unity 3D, AR Foundation, AR Kit, Google Firebase SDK, Intercom SDK, Stripe SDK

OTHER SKILLS

video & audio editing, storyboarding, UI & UX design & typography knowledge

EMPLOYMENT EXPERIENCE (hyperlinks are underlined)

For convenience, I have made a spreadsheet of many of the apps that I have worked on: [download link](#)

Unity Developer, audiomob.io, Nov 2019 to Oct 2020

I was working a contract developer primarily working with Unity & C# on audio advertising plug-in that can be used in mobile games.

iOS Developer, **CURATE - MeLo-X music app**, July 2016 to Aug 2019

I had been working on updates & adding new features to the existing app. It is an on going project.

<https://itunes.apple.com/ca/app/curate-melo-x/id1049350366?mt=8>

iOS Developer, **RunGo**, Mar. 2016 to May 2019

I have worked as a contractor on RunGo at various times:

<https://itunes.apple.com/ca/app/rungo-run-gps-voice-navigation/id712628644?mt=8>

<https://www.rungoapp.com>

AR Developer, **various clients**, Nov 2018 to May 2019

I worked on various projects that were related to AR:

- a fire extinguisher training app made with SceneKit using Swift
- a Unity 3d/C# project that was fashion related; it used machine learning using TensorFlow

Developer, **Swivet Studios**, Nov 2018 to Jan 2019

Doing work with Javascript, TensorFlow JS , Node.js, depth sensors & Unity 3D with C#

<https://www.jonnyostrem.com/interactive/ondata>

iOS Developer, Fed Fed Fed, Nov 2017 to Mar 2018

I had been working on the MVP meal ordering & diet add apps:

<https://itunes.apple.com/us/app/fedfedfed/id1286847287?mt=8>

<https://itunes.apple.com/us/app/nutritionaide/id1371066531>

Game Developer, Global Academy, Oct 2016 to May 2017

I had been working on an educational 2D game prototype made in Unity 3d & C# remotely for a company in Australia.

iOS Developer, Conquer Mobile, Feb 2016 to July 2016

I worked on a variety of projects in Swift & Objective-C. Some projects involved structure sensors & SceneKit

<https://conquermobile.com>

iOS Developer, Atimi Software Inc., July 2015 to Nov 2015

I worked on a variety of projects that were enterprise or consumer facing apps.

<http://www.atimi.com>

iOS Developer, Farm at Hand, April 2015 to May 2015

I worked as one of two iOS developers at this start-up in Vancouver; I was assisting on the maintenance & adding new features to the app.

<http://www.farmathand.com>

iOS Developer, National Film Board of Canada, Vancouver, Canada, July 2013 to March 2014

I was one of many people working on the [Circa 1948 project](#) which involved an iOS app and an interactive video installation featured at the Tribeca film festival.

iOS Developer, Oil Studios, London, U.K., Sept. 2011 to Feb. 2012

I worked on 2 iPad projects: Furious Hunger which was a cooking magazine & a voting app for the [Infiniti car brand](#) which featured video playback.

Software Developer, Met Film Post Limited, London, U.K., Feb 2009 to Sept 2009

I worked on a system integration project for Met Film Post. The project involved creating a custom desktop application as part of a product suite for video production and editing workflows. The client for this project is the Guardian Media group.

Software Developer, Miniweb, London, U.K., Oct 2009 to Feb 2010, April to Dec 2008

I was working in full-time and then in part-time employment. I was primarily working on developing TV sites and the deployment and development of the Miniweb Portal on Sky Interactive in TVML.

Game Developer, Paul Noble, London, U.K. July 2006 to Mar 2008, part-time

I was working as a freelance technical lead on an art / game project for the contemporary artist [Paul Noble](#). The project has since gone on hiatus while the client is focusing on other art projects. We do plan to finish the project someday.

Software Developer, Urban Visuals, Vancouver, Canada, Sept 2005

[Urban Visuals](#) is a Canadian company that has done works in the U.K, Canada, USA and Japan. I have been architecting approaches to visualization of information. This includes work for the [Vancouver International Film Centre](#) for a video wall information display for movies playing at the cinema; it was authored using Quartz Composer.

Freelance Open TV Developer, Chellomedia, London, U.K., Aug 2006 to June 2007

I was developing Open TV applications for order-ahead pay per view (OPPV). The work involved, writing technical specifications, full life-cycle software development and coordination with other units in Chellomedia and UPC.

Enhanced TV Development Manager, BskyB, London, U.K., April 2003 to Mar 2006

In this role I was actively involved in the launch and enhancement of the gambling channel Sky Vegas, an interactive entertainment channel focusing on casino games; the first game was Sky Vegas Live. The technology in use was combination of Internet technologies, virtual sets and digital television. My role at Sky was divided between management duties and software development in Open TV where I was a developer and a team leader.

Freelance Game Producer, GOiNTERACTtv, Basingstoke, U.K., Nov 2002 to Dec 2002

I worked in freelance consultancy role; on the processes involved in producing and deploying arcade games in the Open TV platform. This involved the analysis of different genres of games and devising development schedules.

Freelance Open TV game developer, Atticmedia, London, U.K., Mar 2002 to Nov 2002

I created two games in a custom game library that I had developed on top of Open TV. One game was a variation on Tetris with words and the other game was a classic arcade style called Monsters.

Freelance Technical Producer, Zinc, London, U.K., Nov 2001 to Mar 2002

I worked on interactive TV prototypes for interactive services including cinema ticket booking. I also was involved in pitches for various clients.

Senior Developer, Codecell, London, U.K., July 2000 to Sept 2001

Codecell was a specialist startup company focusing on new technologies the company's main expertise was in the development of Open TV applications. I was working in the capacity of technical producer. This role involved which involved: software development, meeting clients & managing junior developers. One notable project was Picnic Antics made for Two Way TV.

Interaction Developer, BBC Interactive, London, U.K., Oct 1997 to May 2000

I was developing interactive TV applications including enhanced TV prototypes and the BBC's Digital Text service in Open TV. My time was divided between the system architecture and application development.

Game Scripter, Destination Design Ltd, Windsor, U.K., Nov 1996 to Oct 1997

I worked as a script programmer on "Queen the Eye". I used custom tools and editors to assemble and script the game objects.

Game Developer, Mediola S.R.L. Sestu, Sardinia, Italy, Jan 1996 to Oct 1996

I worked on a multimedia game called "Who's Fat Lou?" The programming was done in C++ and deployed in Microsoft Windows. This was a game with emphasis on a strong visual style and humour. I was the lead programmer and also contributed significantly to the design of the game. I also contributed some work to a children's game called "Woodspell".

Software Developer, I.N.D.E Inc. Burnaby, Canada; Osaka, Japan, Aug 1990 to Feb 1993

I.N.D.E. electronics was an affiliate company of Digital Electronics Inc., Japan. In addition to working in the Canadian office, I was working in Osaka, Japan for one year on a specialized computer graphics application. I was writing code in C and C++. The company is now part of Schneider Electric.

EDUCATION

Sept. 87 to May 1989 British Columbia Institute of Technology, Burnaby, Diploma in Computer Systems technology

Nov. 2016 to Mar. 2017 Udacity Nanodegree VR (online)

<https://profiles.udacity.com/u/manjitbedi>

<https://www.udacity.com/course/vr-developer-nanodegree--nd017>

SELECTED APP STORE LINKS

CURATE MeLo-X <https://itunes.apple.com/ca/app/curate-melo-x/id1049350366?mt=8>

RunGo <https://itunes.apple.com/ca/app/rungo/id712628644?mt=8>

White Hills <https://itunes.apple.com/us/app/white-hills/id945858387?mt=8>

Circa 1948 <https://itunes.apple.com/us/app/circa-1948/id836688265?mt=8>