

KERMAN KOHLI

Sydney, Australia | kerman@theappshop.co.nz

19 | iOS Developer I started making apps when I was 12 years old. When I was 14, I created my most successful app till date - The Homework App. It has been downloaded over 1.5 million times and gained media coverage from both US and NZ media. As of 2017, I'm studying computer science at the University of New South Wales, Sydney.

EXPERIENCE

HealthEngine

Sydney, Australia
Mar 2017 - Present

Senior iOS Developer

HealthEngine is transforming the way Australians access and use healthcare services. Established in 2006 to connect patients and practitioners with healthcare professionals, HealthEngine has since become Australia's #1 online health destination. Recently raised \$30M from Sequoia.

- Responsible for designing, architecting and coding HealthEngine Chat app
- Part of agile team containing developers, product managers and a product lead
- Stack used: Sketch, Swift 3, RxSwift and Realm

The Homework App

2012 - Present

Founder

The Homework App helps millions of Gen-Y students stay organised for school across the globe. The app places a high focus on user experience through its simplistic design and eye-catching colours. The app has also been featured on prominent tech sites such as Forbes, Yahoo and Lifehacker

- Designed, coded and marketed the app
- Achieved a total of 1,500,000 downloads globally
- Active monthly user base of ~100,000 users
- Featured on prominent news outlets such as Forbes, Yahoo and LifeHacker

Independent

Sydney/Auckland
2010 - Present

Designer + Developer

My experience with creating functional iOS apps started when I was 12 years old. As the iOS ecosystem has evolved, I've become experienced with various iOS technologies such as Core Data, Swift, WatchKit, Extensions and Auto Layout. Throughout this time period, I've worked as a freelance developer in startup teams with product managers, designers and other developers. I currently manage my own team of three people (one iOS developer, customer support rep and QA tester).

AWARDS

WWDC 2016 Scholarship

2016

Apple

I won the WWDC scholarship in 2016 which was open to 350 developers worldwide. The criteria laid down by Apple was to demonstrate applicants' abilities as

iOS developers and to write an essay about the coding processes, challenges faced and how they overcame them.

National Excellence Award (x2)

2016

Lion Foundation

Young Enterprise Scheme is a secondary school competition with over 600 student-formed companies taking part. My team and I took out two national excellence awards worth \$1000 each from Movac (venture capital firm) and Unitech.

<http://www.macleans.school.nz/events/2016/09b-12-16.htm>

Realise the Dream

2014

Royal Society of New Zealand & Genesis Energy

Realise the Dream is a prestigious national event where 15 students nationwide are selected for their science research or technology development. The event culminates in an award ceremony held at Government House with awards presented by the Governor General of New Zealand.

<http://www.realisethedream.org.nz/participant-projects.htm>

Senior Software Development Award

2014

BrightSparks

Bright Sparks is New Zealand's premier technology competition. I won the Senior Software Development based on the competency of my skills as programmer.

<http://istart.co.nz/nz-news-items/teens-sophisticated-drone-invention-wins-bright-sparks-award/>

Media Coverage

Stuff.co.nz – “Meet the Kiwi teen with a million app downloads”

(<http://www.stuff.co.nz/business/82536460/meet-the-kiwi-teen-with-a-million-app-downloads>)

Forbes - “6 Back-to-School Tools You Need To Know About”

(<http://www.forbes.com/sites/ilyapozin/2015/08/21/6-back-to-school-tools-you-need-to-know-about/#3e007ba234bb>)

Yahoo - “5 Apps That'll Actually Help Your Kids Do Better in School” (<https://www.yahoo.com/tech/5-apps-thatll-actually-help-your-kids-do-better-128128396289.html>)

Newshub.co.nz – “In today's Tech Bytes we meet a young Kiwi with designs on being the next Elon Musk.” (<http://www.newshub.co.nz/business/tech-bytes---october-30-2014-2014103009>)

PROJECTS

The Homework App

The Homework App is a utility app for students to remember their homework. I began working on the app at the age of 14. It's coded in Objective-C and uses various Apple technologies such as Core Data,

WatchKit, and Today Extensions. I'm currently redeveloping the app using Swift 3.0 and REST APIs.

This has been my most successful app with over 1M downloads and 100K+ users. It has also featured by Forbes as one of the best back-to-school apps for 2015.

Ed.life

Ed.life is a syncing cross-platform app for students to manage their academic life. The app is built using Swift and uses Google's real-time Firebase framework as the backend stack. This is a cross-platform app which is localized in multiple languages and has a NoSQL based backend.

YAPP

YAPP was an app focused to help Auckland's youth discover a variety of events happening in Auckland – concerts, festivals, classes, conferences, free events, campaigns, jobs – right in the palm of their hands. The backend for this app relied on the Parse platform.

iCal integration was added to export events to the user's calendar. Based on the merit of the app we won a \$1,600 grant from the Auckland council.

Text Enlarger

Text Enlarger was my very first app that was used to communicate a message in a crowd or from a distance - also ideal for hearing impaired or speech impaired people. The app allows a user to type in a desired text and enlarge it to the largest size possible.

Sapadoo (Hackathon app)

Sapadoo was a hackathon iOS app that was developed in 24 hours with 2 team mates (a designer & product manager). It serves as a platform for anyone to sell and buy homemade food. The app exposed me to many payment technologies such as Apple Pay, Stripe and the PayPal SDK.

SKILLS

Swift (3.0)
Objective-C
UI & UX Design
WatchKit (Apple Watch)
Adaptive Layout for iPhone and iPad
Localisation
REST APIs
Firebase
Sketch
Database Architecture
Scalable
Adaptive

CONTACT

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