

Jasjeev Anand | Senior iOS Engineer & Software Engineer

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Summary

Senior iOS Engineer with 6+ years of experience specializing in Swift, SwiftUI, and Bluetooth Low Energy (BLE) integration. Proven track record of bridging mobile apps with IoT hardware at ACV Auctions and shipping high-scale consumer apps at Harman. Expertise includes building robust Over-the-Air (OTA) firmware update software, optimizing wireless data syncing, and modern MVVM architecture.

Professional Experience

Stealth Startup

Software Engineer

Remote

Apr 2025 – Present

- Shipped cross-platform browser extensions (Safari + Chrome) that surface coupon and promo codes on most websites in under 2 seconds, powered by a serverless inference API.
- Implemented smart local response caching, reducing per-request inference costs by up to 20%.

HARMAN International (Lowe's iOS App)

Senior Software Engineer

Remote, India

Jul 2023 – Apr 2025

- Developed features for the Lowe's consumer iOS application, maintaining a 4.8-star rating from over 1.6 million reviews and consistently ranked among the top 30 shopping apps on the App Store.
- Modernised a shared internal UI library used by hundreds of Lowe's iOS engineers; shipped new Product Display Page features including customised Safari WebViews.
- Researched and prototyped SSL certificate pinning to harden the app against man-in-the-middle (MitM) attacks and network traffic interception.

ACV Auctions

Software Engineer II, Research & Development

Buffalo, NY, USA

Sep 2021 – Feb 2023

- Led development of the complete iOS-to-hardware communication layer for APEX IoT devices using CoreBluetooth and Wi-Fi, enabling remote interaction and reliable data synchronisation across a deployed fleet of 1,000+ units, with background task management and automatic reconnection handling.
- Engineered a fail-safe Over-the-Air (OTA) firmware update system delivered entirely via the iOS app, reducing device maintenance time by weeks and ensuring version consistency across the entire 1,000+ hardware fleet.
- Built a high-performance 4-channel audio sensor data processing pipeline using AVFoundation, transforming raw hardware audio signals into real-time actionable visualisations for vehicle inspection workflows.
- Collaborated closely with hardware engineers and machine learning specialists on end-to-end data architecture from the embedded device to the ML backend.

interactiveX, Inc. (Classavo)

Software Engineer Intern

Remote, USA

Aug 2020 – Dec 2020

- Built a live video conferencing solution for an EdTech platform serving 100+ professors and 1,000+ students.
- Authored backend API routes in Django and integrated Zoom and Amazon Chime via a React frontend.

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iOS Developer

New York, NY, USA

Jun 2019 – Aug 2019

- Designed Firebase real-time database architecture for a travel recommendation app.
- Built a UIKit real-time chat interface architected to scale to approximately 100,000 concurrent users.

University at Buffalo (IT Department)

Assistant Web Application Developer

Buffalo, NY, USA

Feb 2017 – Aug 2018

- Built a containerised video playlist player (Node.js + YouTube API) embedded on the university's main landing page, serving thousands of incoming students.
- Maintained a real-time PC availability web app averaging 10,000 daily visitors across three campus libraries.
- Implemented web accessibility best practices including keyboard shortcuts and optimised screen reader compatibility.

Selected Projects

Personal Project — App Store (iPhone / iPad / macOS)

Query Quest

Mar 2023 – Sep 2023

Shipped a cross-platform voice Q&A app to the App Store in under 30 days. The app accepts natural-language voice input, queries an LLM, and reads the response aloud. Gained working familiarity with the full App Store review cycle, reducing subsequent update review times to under one week.

Stack: SwiftUI, AWS Lambda, SFSSpeechRecognizer, LLM API

Personal Project — Google Play

500+ Android downloads

Playlist Remix

Sep 2018 – Feb 2020

Built and published an iOS and Android app (and open-source library) that constructs a playlist from a Spotify user's most recently added tracks across all their playlists.

Stack: Swift, Kotlin, Spotify Web API

ACV Auctions Internal Hackathon

5th Place out of 40 teams

Triage — ACV Spring Hackathon 2022

May 2022

iOS accessibility app enabling users with disabilities to make service requests via natural language speech, automatically categorised in under 2 seconds.

Stack: Swift, SwiftUI, SFSSpeechRecognizer

Winner: Best Use of Wegman's API

Palatable — UB Hacking 2018

Nov 2018

Full-stack iOS app displaying the cost of New York Times recipes broken down by Wegman's supermarket ingredient prices.

Stack: iOS, Backend REST API, NYTimes API, Wegman's API

Technical Skills

Languages: Swift, Kotlin, JavaScript, Python, Objective-C, Java, PHP

Frameworks: SwiftUI, UIKit, Combine, AVFoundation, CoreBluetooth, HealthKit, Django, React, Node.js

Infrastructure: Git, Docker, AWS (Lambda, S3), GCP, Firebase, SQL, NoSQL

Specialisms: Bluetooth Low Energy (BLE), Over-The-Air firmware updates, MVVM, serverless APIs

Education

State University of New York at Buffalo

Buffalo, NY, USA

Bachelor of Science in Computer Science

June 2021

Dean's List: Fall 2016, Fall 2017

Research & Academic Involvement

ACV Auctions (representing)

Buffalo, NY, USA

Competition Judge

2021 – 2023

Served as a judge at UBHacking 2021 and CSE Demo Days 2022 and 2023, evaluating student software projects on behalf of ACV Auctions.

CAVAS Autonomous Vehicle Lab, University at Buffalo

Undergraduate Researcher

Jun 2020 – Dec 2020

Researched and proposed simulation-based solutions to autonomous vehicle issues. ubwp.buffalo.edu/cavas

Invenst, University at Buffalo

Buffalo, NY, USA

Speaker

2018

Delivered a talk in Spring 2018 on voice assistant development to fellow students. <https://invenst.cse.buffalo.edu>

360iDev iOS Developer Conference

Denver, CO, USA

Attendee (sponsored by ACV Auctions)

Sep 2022

Attended sessions on the latest iOS development advances and networked with speakers and attendees.

Certifications

2020: iOS Developer Nanodegree

Udacity