

Ankit Jaiswal

Staff Mobile Engineer | React Native & iOS Platform Architecture

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PROFESSIONAL SUMMARY

Staff-level mobile platform engineer with 10 years of experience spanning native iOS and enterprise React Native architecture. Primary architect of Punchh's white-label mobile platform — loyalty SDK, online ordering module, master app shell, and monorepo ecosystem serving an enterprise multi-brand fleet. Built provisioning and release infrastructure including App Center server, self-hosted CodePush OTA, and end-to-end Fastlane pipelines. Drove fleet-wide framework upgrades through automated merge tooling and established MobileWright E2E automation to replace Appium across the platform.

CORE COMPETENCIES

Platform Architecture: White-label React Native architecture; monorepo; modular SDK design (RNPC, OLO, menu, payments); TurboModules/codegen; Redux and React Navigation; theme/GRP multi-tenancy; deep linking; GraphQL/REST

Release Engineering & CI/CD: Fastlane; App Store Connect API keys; Firebase App Distribution; CodePush OTA; Bitrise; GitHub Actions; GitHub Packages; certificate and keystore management

Backend & Tooling: Go (App Center, CodePush); Python/FastAPI (upgrade helper); Docker; MySQL; Redis; GitHub webhooks and PR automation

Quality & Native: MobileWright/Playwright E2E; Page Object Model; shared testID contract; Swift; Objective-C; native bridges; Storybook; Sentry; Bluetooth and payment terminals

EXPERIENCE

Punchh Inc. (PAR Technology) — Staff Engineer

Dec 2021 – Present | iOS & React Native Platform

Architect and primary owner of Punchh's white-label mobile platform, release infrastructure, and fleet maintenance tooling.

Platform Architecture

- Architected white-label React Native platform spanning loyalty SDK, OLO ordering, and master app shell via punchh-platform-ecosystem monorepo.
- Designed modular boot/theming, dual API client strategy (legacy /api/mobile and GIS /api2), and navigation composition for optional modules per brand.
- Led major framework migrations (RN 0.73→0.85, React 19, React Navigation 7, Redux 5, CodePush-next) with documented migration paths.
- Reduced bundle size and improved runtime performance of the pickup and OLO ordering framework.

Provisioning & Fleet Operations

- Built App Center Server (Go): automated provisioning, template cloning, Fastlane spec generation, GitHub setup, Bitrise hooks, worker queue architecture.
- Built Mobile Framework Upgrade Helper (Python/FastAPI): clone → diff → merge → PR pipeline with conflict-resolution dashboard.
- Deployed CodePush Server (Go) for self-hosted OTA updates integrated with Fastlane release lanes.

Release Engineering & CI/CD

Mobile Release Pipeline (designed & owned): Fastlane · App Store Connect API Keys · Firebase App Distribution · CodePush OTA · Bitrise · GitHub Actions · GitHub Packages · Match · TestFlight & Play Store automation

- Designed end-to-end release pipeline for iOS (Match, TestFlight, dSYM/Crashlytics) and Android (keystore, Play Store, Firebase App Distribution).

- Implemented App Store Connect API key authentication for non-interactive CI releases.
- Integrated CodePush OTA bundle publishing into release lanes alongside store builds.
- Restored and standardized CI across Bitrise and GitHub Actions; aligned Snyk security scanning into release workflow.

Quality Engineering

- Created react-native-test-automation-suite (MobileWright): Playwright-native E2E replacing Appium; POM, brand-matrix tagging, shared testID contract.

Crownstack Technologies — Team Lead (iOS & React Native)

Sept 2017 – Dec 2021

- Led iOS and React Native delivery; introduced React Native to the organization.
- Improved project architecture and created shared utility libraries adopted company-wide.
- Mentored engineers through structured monthly learning sessions.
- Delivered Sibros monorepo architecture with per-client theming, Bluetooth, and music player modules.

Mobilotte Technologies — iOS Developer

Oct 2015 – Sept 2017

- Built standalone iOS applications in Objective-C for client engagements.
- Integrated Bluetooth peripherals and PAX-900 payment terminal hardware.

SELECTED EARLIER PROJECTS

Sibros — React Native

Monorepo across mobile and web; per-client theming; Bluetooth and music player modules.

Mindhouse — React Native

Architecture revamp with styled-components, Context API, TypeScript; custom graph components.

Buildboard — Swift

Project lead; Google Vision, satellite measurement, ACH/Stripe, push notification navigation.

Jackson Fine Art — Swift

"View in Space" room visualization with framing options and saved room curation.