

# Rajmani Kushwaha

+91-730-711-2526 | [rajmanikush@gmail.com](mailto:rajmanikush@gmail.com) | [rajmanikush.com](http://rajmanikush.com)  
[linkedin.com/in/rajmanikush](https://linkedin.com/in/rajmanikush) | [github.com/rajmanikush](https://github.com/rajmanikush)

## EXPERIENCE

---

### Target

July 2024 – Present

*Senior Software Engineer (Leading List & Registry iOS Team)*

*Bengaluru, India*

- **Product Innovation:** Led List 2.0 redesign (10M+ users), achieving 100% of product goals with 25% engagement lift and 18% increase in item additions.
- **Revenue Impact:** Architected personalized Registry Gifting features driving 30% higher participation and measurable revenue growth during peak wedding/baby seasons
- **Platform Scale:** Built infrastructure supporting seasonal Wish Lists (Holiday, Birthday), enabling 3x faster feature delivery while serving Target's 200M+ customers
- **Technical Leadership:** Migrated Registry to modern SwiftUI + TCA architecture; established 90%+ code coverage standards; integrated OpenTelemetry for proactive monitoring - maintaining 99.8%+ crash-free rate through high-traffic periods

### Tokopedia

Feb. 2019 – June 2024

*Software Engineer → Senior Software Engineer → Lead Software Engineer*

*Noida, IN*

- Led iOS team of 4 engineers delivering Payment & Fintech features for Indonesia's largest e-commerce platform (100M+ users)
- Architected Buy Now Pay Later feature driving 25% fintech revenue increase and expanding payment options across marketplace
- Built modularized Campaign SDK for seasonal events (Ramadan, Anniversary, Christmas), increasing engagement by 15%
- Migrated core architecture to TCA (Redux), reducing critical bugs by 40% and improving testing ergonomics
- Designed EPharmacy paid consultation flow, creating new revenue stream in healthcare vertical

### Early Career - iOS Development (Service Industry)

Jan. 2016 – Jan. 2019

*Software Engineer — ChicMic Studios & CodeBrew Labs*

*Chandigarh/Mohali, India*

- Developed iOS applications and games for service industry clients across entertainment, lifestyle, and utility domains
- Built features using Swift, Objective-C, UIKit, and game frameworks (SpriteKit/Unity) for apps with 500K+ downloads
- Contributed to 10+ client projects from concept to App Store deployment

## LEADERSHIP & MENTORSHIP

---

**Team Leadership:** Led iOS teams totaling 10+ engineers across Target and Tokopedia, mentored 2 engineers to senior level

**Technical Influence:** Established architecture patterns and best practices adopted by 7+ iOS teams across organizations

**Community:** Active mentor at Topmate, speaker at iOS meetups

## TECHNICAL SKILLS

---

**Languages:** Swift, Objective-C, JavaScript, HTML/CSS

**Frameworks:** SwiftUI, Concurrency, Combine, Needle, RxSwift, WatchOS, AsyncDisplayKit

**Architectures:** TCA, Clean, MVVM, MVP, MVC, SOLID

**Developer Tools:** Tuist, Bazel, Xcode, Instrument, Git, VS Code, Visual Studio

## EDUCATION

---

**UIET Panjab University**

*Bachelor of Engineering in Computer Science*

Chandigarh, IN

*July. 2012 – May 2016*