

Bhupendra Singh

Senior Technical Program Manager

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Summary: Over **12years** Experience as Program/Project manager and software development professional with **7 years in the payments and finance sectors** and 5 years in e-commerce. Worked with cross-functional teams in the successful delivery of complex technology, now leading **large scale projects as Program Manager**. Track record in project management, process improvement, and stakeholder collaboration in fast-paced environments. Skilled in **agile methodologies, requirement gathering, and risk management**, with a strong ability to translate technical concepts for non-technical stakeholders. Adept at driving projects from conception to launch, **optimizing workflows, and enhancing team productivity** to deliver innovative solutions that align with strategic business goals.

Resume Sections

- Career Summary
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Career Summary

Fast Retailing (UNIQLO, GU) Present Position

- Technical Program Manager, All Regions for Uniqlo, GU, PLST including Japan
- Mobile App Dev lead All Regions (04/2022 ~ 03/2023)

Moneytree K.K 2017 ~ 2022 Senior Mobile Engineer, [Moneytree Mobile Engineer's PR](#)
Payment and Finance Related Services

Origami Inc. 2015 ~ 2017 Senior Mobile Engineer
Origami **Pay**, (Company acquired by **Merpay**)

Rakuten Group Inc. 2011 ~ 2015 Mobile Engineer, Backend Engineer, New Graduate
E-Commerce

Patent - JP

Algorithm for automatic layout of photos in photo book. Designed and Developed an algorithm to beautifully generate a timeline from a bunch of photos and arrange them in a photo book layout selected by the user with a dynamic number of photos on each page. [Patent granted by Japan Patent Office, Detail link here : https://goo.gl/C7xBVj](https://goo.gl/C7xBVj)

Professional Experience

Fast Retailing Group

Uniqlo, GU, PLST All regions - "Technical Program Manager" 09/2023~Present

I have extensive professional experience in the field. I am currently the Senior Technical Program Manager for Uniqlo, GU, and PLST across all regions, a role I have held since September 2023.

I am currently leading multiple projects across diverse teams of 30+ Microservices within the e-commerce department. I have expert knowledge of managing global deployments and driving complex projects that need to be aligned with various teams. I am skilled at risk management and stakeholder engagement to ensure successful project execution. I am adept at fostering collaboration between technical and non-technical teams to enhance operational efficiency and delivering solutions that improve customer experiences in a fast-paced, evolving marketplace.

Uniqlo/GU Smartphone Apps(Development lead), 04/2023~03/2024

I led the development of the Uniqlo/GU smartphone apps. I communicated closely with various stakeholders, product managers, PM, QA, and operation teams to ensure new functionality for the app is distributed on schedule. I oversaw both iOS and Android platforms. I was the primary contact for troubleshooting the apps. I anticipated and resolved any challenges that can arise from various perspectives. I worked closely with iOS and Android engineers and provide technical support when needed.

Uniqlo iOS Apps Japan/And all Regions, 04/2022~03/2023

As Senior iOS Engineer, I was responsible for developing and distributing iOS apps and functionality to Japan and other regions (US, ASEAN). I worked closely with stakeholders to convert ideas into user stories and communicated with the development team to create tangible products.

Moneytree K.K.

Moneytree Professional services iOS projects, 01/2020 to 03/2022

Moneytree Professional Services is dedicated to providing solutions for Moneytree customers. We help them to develop and deliver applications from scratch using Moneytree technologies.

I've led development of Mable financial management app for MUFG as Senior Mobile App Engineer, which has consistently maintained a 4.5 star rating on the App Store since its launch in August 2020.

Moneytree iOS App, 06/2017 to 12/2019

Apple Editors' Choice iOS app, featured in the Apple Store and on the Apple website for rapid adoption of the latest technologies and biometric authentication.

Moneytree MTLINK iOS SDK, 10/2017 to 12/2019

MTLINK SDK is a framework that enables Moneytree clients to quickly adopt Moneytree authentication and API client applications. It is used by many popular banks such as Misuho, MUFG.

Origami(Origami Pay) iOS App developer, 09/2015 to 06/2017

I introduced QR code payments to Origami Pay from idea to demo, which immediately became the primary technology for Origami Pay. Origami Pay was the first mobile payment market in Japan. Origami Pay app was also Editor's Choice iOS app.

Rakuten Group

Rakuten Inc. iOS App developer, 01/2012 to 08/2015

Worked with many teams and various iOS projects, including Ichiba e-commerce apps, Gateway app, Shashinkan Photoservices app. Also developed and managed internal libraries shared between iOS apps.

Gerrit system Administrator, 06/2014 to 08/2015 Managed code review server for clean Git history.

Rakuten Photo Services, Backend and Frontend Developer, 01/2011 to 09/2012

Developed various support services for the Rakuten Photos service, including designing an API from scratch for the print application. Also developed an innovative solution for automatically arranging photos in a multi-layout photo book.

Professional Projects

- **Fast Retailing group(Uniqlo, GU), Technical Program Manager** Successfully led numerous projects with comprehensive planning and on-time execution, working closely with operations, DevOps, development and business teams. Strictly adhered to promised downtime limits for various global regions, ensuring smooth operations and minimal disruption to users. Known for effectively balancing cross-functional coordination and technical requirements, consistently delivering high quality results within project scope, budget and time constraints, while supporting the stability and reliability critical to financial and e-commerce platforms. e.g.
 - Site maintenance with planned downtime across multiple regions
 - Advanced task planner for cross-team productivity
 - Setting up new processes for effective communication across teams
 - Deliver global release with 0 major issues
 - Feature Flags across the organisation for over 40 PFs
 - Track development progress of all teams, identify project risks
 - Analyse incidents to prevent reoccurrence
 - Various mobile application projects
- **Mable ([App link](#))**- A financial asset management application. I've led the architecture and development of this application. We developed this application for MUFG. Gathering business requirements, discussing with the product team to turn them into requirements for the developers. It needed to support iOS 11.2 as minimum version as Bank requirement, which is quite challenging when there are already five major versions of iOS, i.e. iOS 15. We deliver a new version of the application in every sprint.

- **Moneytree Consumer app** ([App Link](#)) - I have introduced new technical and business ideas to the team and have consistently supported the latest iOS features from the outset. I was directly involved in the development and delivery of numerous projects, including iOS12 DragDrop, Receipt Scanning, Automated Expenses, Subscriptions, and Campaigns.
- **Moneytree iOS SDK** - I was responsible for everything related to the SDK, from feature discussion to development to delivery. I ensured that it is delivered on time with almost zero bugs because this involves other businesses' development after each project delivery.
- **Origami Pay** - When I joined Origami, the company was about to release offline payment with a six-digit manual input code. The user experience would undoubtedly be enhanced if users were not required to manually input the code. In the first week, I prototyped the Origami pay-to-use QR code. As expected, the prototype was released in the first version ready to submit, due to the extreme good user experience over six digits. The result? Over 99% of users opted for the QR code over manual input.
- **Origami Beacon Pay** - iBeacon made payment simple and fast, eliminating the need for manual scanning or inputting codes. Optimising beacon payment was challenging due to Apple's limited and controlled beacon APIs.
- **Origami App** - I've developed the required features for the Origami online and offline commerce app. I developed the Origami cart from scratch with the functionality of 'Buy Now' or 'Add to cart'. We also introduced A/B testing with a gradual rollout.
- **Rakuten [Ichiba iPad](#) and [iPhone E-commerce app](#)**, The Rakuten apps must be stable and use efficient technologies because they have a huge user base and many features. I was the technical lead on the Ichiba iOS app, playing a key role in its development. I helped the product manager maintain the product backlog and schedule tasks. The app uses core data, multithreading, completion blocks, network operations, and server-side configurations.
- **Rakuten Ichiba Shared library** - I could confirm that multiple apps in Rakuten are using the same APIs. We have removed redundant source code development after introducing a shared library, which is being used as Cocopod in various Rakuten projects and hosted on the Rakuten internal Git server.
- **[Rakuten Gateway iOS universal app](#)** - We developed an app that allows users to connect to a range of Rakuten services. The app had to be highly dynamic, with the ability to add services without an update through remote configurations. I am an expert in auto layouts, storyboards and core data.
- **[SmartPrint iPhone app](#) - My first iOS App**, Print photos and get them delivered with this app. Users can start without logging in. Rest assured that your photos will continue to upload in the background while you log in and finish your checkout. The user can also edit photos in basic ways, such as cropping and rotating. I am an expert in manual memory management, background task execution, iOS UI development and photo editing in iOS.
- **Rakuten Auction centralized push notification system** I designed and developed the entire system for sending push notifications to multiple devices (iOS and Android). System architecture needed to manage users' devices, handle queue management and work with multiple clients to send notifications, for example, for marketing and user events. This centralised push notification system is modularised to integrate any new notification service with ease. Examples include Windows notifications, email, mobile, Facebook, and more.
- **SNS Photos importing tool for print** I designed and developed the backend and frontend to import photos or albums from various social networks, including Picasa, Facebook,

Instagram, and Mixi. The system is modularised to integrate more services with ease. I have added the ability to download photos in batch.

- **Rakuten Shashinkan Photo book**, I designed and developed an algorithm to arrange photos in a photo book. The one-click feature automatically creates a photo book from selected photos or an album. The algorithm had to be invented from scratch because there was no existing solution to this problem. This algorithm has been granted a patent by the Japan Patent Office. [Link here](#).

Education

Master of Technology in Computer Applications (M.tech), Major in Algorithms,
IIT DELHI, India 08-10
Indian Institute of Technology, Delhi. (“**Top five universities in India.**”)

Bachelor of Science and Technology (B.Tech), Computer Science & Engineering,
IEC-CET Greater Noida, India 04-08

Japanese language - **Business level**

Hands on experience in Technical Tools

Google, Microsoft, Apple Tools. Gantt Chart, Sheets, Keynote, Powerpoint, Objective-c, Swift, RxSwift, RxCocoa, Sprite-kit, Cocoapod, Coredata, UIKit, iBeacon, Bluetooth Low Energy, UI/UX, XCTest, LLVM, LLDB, JavaScript, JSON/XML, REST Api, Xcode, MySQL, PHP, Zend, Facebook Graph Api, Perlbal, Cronjob, i18n, Parse, Apache, GIT, SVN, Bitbucket, Github, Framework, Library, Firebug, Postman, Charles, Mogenerator, Scrum, Agile, Waterfall, JIRA, Confluence, VIPER, MVVM, Hockeyapp, Testflight, iTunesConnect, and more

Last Section ~ Personal Projects

- **Tic-Tac-Toe iOS Game**, Designed and developed, learned Sprite Kit as soon as it came with iOS 7, other things learned game center, turn based gaming.
- **Most liked photos of the year**. Facebook web app that made 700,000 Facebook users happy. App was using Facebook APIs to find best liked 4 photos from the year based on likes, comments. But later taken down by Facebook. Luckily Facebook didn't take down Facebook page which got **50,000** likes. Facebook Page [Link here](#)
- **Run 365 iOS App** - Lots of new technology release in iOS 8, 9. So Came up with Running idea app where I used Animation, Health Kit, Motion Kit, Cloud Kit, Background task execution, Core Location. Next up - Automatically start, pause, run after detecting users activity.
- [Github – My public and Open Source Code](#)
 - [UITextViewImages](#) - Similar to iOS 9 Notes. It's a category to UITextView images, which enabled functionality to add images inline easily in textviews. Luckily finished uploading library to github just before Apple introduced such functionality in iOS9. <https://goo.gl/55ui6B>

Thank you very much for taking your time!

Bhupendra Singh / ブペンドラ・シング, [Linkedin Profile](#)