

ROHAN TIPNIS

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Education

University of Texas, Arlington

Aug 2021 – Dec 2023

Masters of Science in Computer Science

Arlington, Texas

Data Structures, Distributed Systems, Algorithms Analysis, Database Systems, Artificial Intelligence, Software Engineering, Game Development

Technical Skills

Languages: C++, Python, C, HTML/CSS, JavaScript, GO, C#

Tools/Frameworks: NodeJs, React, VueJs, AngularJS, Unity, Git, Nginx, Postman, MySQL, MongoDB, JMeter

Experience

Bright Mind Enrichment

Feb 2024 – Present

Software Developer

- Spearheaded the implementation of dynamic data binding using **JavaScript**, significantly enhancing user interactivity and boosting engagement by **30%**
- Translated detailed Figma mockups into responsive **HTML** and **CSS** pages, resulting in a **25%** improvement in mobile usability and overall user experience
- Integrated **Firestore** for data storage, designing schemas and data access services, reducing data retrieval time by **20%** and streamlined backend operations

University of Texas at Arlington

Apr 2022 – Aug 2022

Graduate Research Assistant

Arlington, Texas

- Developed programs to interface and collect data from various bio-medical sensors using **Python**
- Created client-server services for robotic components using **Python**, **C++**, and **ROS**, enhancing system reliability
- Organized an **international conference** with 200+ attendees, managing logistics and technical setup
- Used **HTML**, **CSS**, and **Git** to manage and deploy the websites for the **PETRA** conference and Heracleia Lab

Maharashtra Knowledge Corporation Ltd

Aug 2019 – May 2021

Full Stack Software Developer

Navi Mumbai, India

- Developed user interfaces for web applications with **VueJS** and **AngularJS**, supporting **25,000 daily users**
- Designed and implemented server-side code and REST APIs within a **micro-service architecture**, improving system scalability by 40% in **NodeJs** and **Go**
- Deployed application builds on staging servers and performed **nginx** configurations
- Adapted to requirement changes in an **agile** environment and delivered quality software within deadlines
- Redesigned AJAX-based bidding system using **websockets** in **Go**, scaling real-time supported users from **300 to 1 million**

Projects

Ember Engine (In Progress) | C++, SFML

June 2024

- Currently designing and developing a **custom 2D game engine** focusing on performance and scalability
- Implementing core engine components including **rendering**, **input handling**, and **Scene Management**
- Developing a flexible **asset management system** to handle textures, audio, and other resources efficiently
- Creating comprehensive documentation and a detailed ReadMe to facilitate open-source contributions

StreamLink | NodeJs, PostgreSQL

May 2024

- Architected and developed a backend for a live streaming platform using **NodeJs**, **Express**, PostgreSQL and **WebSockets** for seamless user experience
- Designed routes allowing users to login, sign up, edit profile all supporting secure **JWT middle-ware** for enhanced **security**
- Implemented **PostgreSQL** for data management, achieving seamless data persistence and retrieval, which enhanced the responsiveness and reliability of the API

Personal Task Manager | Vue.js, NodeJs, MySQL

Jan 2023

- Engineered a task management application with **Vue.js** to facilitate adding, organizing, and prioritizing tasks
- Developed a robust backend using **Node.js** and **MySQL**, focusing on efficient data handling and application state management
- Crafted an intuitive **UI** with Vue.js, facilitating a seamless user experience and easy navigation through tasks