Amol Chaudhry

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EXPERIENCE

Quark Software Inc. | India

Technologies used: C++, Objective-C, Cocoa Framework, XCode, Interface Builder, Microsoft WebView2, Chromium Embedded Framework, HTML, CSS, TypeScript, Angular, Win32 API, TFVC, Git, Microsoft Visual Studio, VS Code.

Software Engineer 1 *Sep 2020 to Sep 2022*

- **Extensively worked on a large C++ codebase** for Quark's flagship product (QuarkXPress, a desktop publishing software), to address defects and implement new features.
- Developed features for QuarkXPress on Windows, utilizing C++ for developing the backend functionality coupled with a combination of Win32 API, Angular (with TypeScript) and Chromium Embedded Framework to build the user interface.
- Implemented new features for QuarkXPress on macOS using the MVC design pattern and leveraging Objective-C, Cocoa framework, XCode, and Interface Builder to create the user interface and C++ for backend functionality development.
- Earned the **Above and Beyond award** for the development of the **Stock Image feature**. Leveraged the cURL library in C++ to fetch JSON data from Unsplash and Pexels API, enabling users to search and seamlessly drag and drop images into their documents while also saving them in their local collections folder. Implemented the feature's front-end and back-end on both the Windows and macOS platforms using Angular, Chromium Embedded Framework, Cocoa, Objective-C and C++.
- Managed the localization of QuarkXPress into 21 languages utilizing Perl scripts.
- Collaborated with the Scrum team to segment assigned features into Product Backlog items that were achievable within the sprints while working closely with QA and UI designers.
- Supervised a team of interns, offering them necessary guidance and conducting code reviews to enhance the overall quality of the product.

Software Engineer Intern *Jan 2020 to Aug 2020*

- Implemented Layout Bleed Lines feature, to improve the aesthetics of the print layout. Developed the user interface using Win32 API for Windows and Objective-C with Cocoa framework for macOS, while the backend was created in C++.

SKILLS

- ***Languages:*** C++, Objective-C, Java, Python, C.
- ***Web Technologies:*** HTML, CSS, JavaScript, TypeScript, Angular, React, Node.js, Express.js.
- ***Databases:*** MongoDB, SQL.
- ***Tools:*** TFVC, Git, XCode, Visual Studio, VS Code, Eclipse, IntelliJ IDEA, PyCharm, Jupyter Notebook.

EDUCATION

University of Birmingham | UK *Sep 2022 to Sep 2023*

Master of Science in Computer Science

Panjab University | India *July 2016 to May 2020*

Bachelor of Engineering in Electronics and Communication

- Grade: **8.80 CGPA** with **Honours**, Rank: **2nd**
- Awards: **"Scholarship to Meritorious Students"** thrice (full fee waiver for first 3 years).

PROJECTS

Social Media MERN Stack Application (Vibe): Developed a full-stack social media website using MERN stack.

- Implemented CRUD operations for managing posts and users via REST API endpoints.
- Implemented user authentication and authorization using JWT tokens.
- Added likes and comments functionality for posts.
- Deployed the website at https://social-media-app-lont.onrender.com/

Self-Driving Car: Functional model of a car that used sensors and a camera to interact with the environment. It was based on Raspberry Pi and used OpenCV in C++ for image processing. (https://github.com/Amol-Chaudhry/self-driving-car)