Anand Patil

Data Science | Machine Learning

Contact

Address
Bengaluru, KA, 560002

Phone
09821823747

E-mail
anands412@gmail.com

LinkedIn
www.linkedin.com/in/anand-patil-4dec

Skills

Data Analysis

Data Visualisation

Predictive Modelling

Machine Learning

Deep Learning Frameworks: Keras, Tensorflow

Algorithm implementation

Programming Languages: Python,C#,Java

Unity3D

I am a data science practitioner with the motive of leveraging data analysis and advanced machine learning techniques across a range of use cases to waive stories and generate actionable results from data in technology and business applications. I have a demonstrated history of working with gaming verticals for over a decade, right from building early-stage prototypes to getting it live.

Work History

2019-11 - 2020-10

Data Science Fellow

Springboard, Banglore, Karnataka
• Mastering Skills in Data Analysis, Data Visualisation, Hypothesis testing, Predictive analytics and machine learning.
Projects
• Zomato Bangalore restaurant analysis and predicting restaurant ratings.
• Airbnb data analysis and predicting new users destinations.(Kaggle)

2018-02 - 2019-06

Senior Software Engineer

Jumpstart Games, Banglore, Karnataka
- Adapt and contribute to game engine architecture and some key modules.
- Worked on support and updates for some core modules.
- Improved system performance by making proactive adjustments and resolving bugs.

2016-01 - 2017-05

Lead Programmer

Jetsynthesis Pvt.Ltd, Pune, Maharashtra
• Adapt and contribute to game engine architecture.
• Worked on frameworks like Assetbundles, Multiplayer modes, etc.
• Worked on programming task break ups and estimations.

2012-03 - 2015-09

Tech Lead

The Walt Disney Company, Mumbai, Maharastra
• Actively involved in prototyping.
• Worked on core modules and build processes.
• Contributions to game engine architectures.

- Pitch and contribute to game design.
- Work closely with producers, artists and QA.

2006-01 -
2012-02

Senior Programmer

UTV Indiagames, Mumbai, Maharashtra

- Develop new games by following design documents, exploring, identifying technical challenges and converting it programming technology.
- Building series 40 base builds.
- Led major IPL Cricket titles.

Education

2000-01 -
2004-01

Bachelor of Engineering: Electronics Technology

Swami Vivekanand High School - Mumbai

- Majored in Electronics

2005-02 -
2006-02

Dilpoma in Advanced Computing: Advanced Computing

CDAC - Mumbai