ANUBHAV ROY

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### [Software Developer]

Education Qualification:			
BE   Petrochemical	2019	MIT, Pune	8.83 CGPA
Class XII   ISC	2015	Singhania School , Thane	94.4%
Class X   ICSE	2013	Singhania School , Thane	88%

#### **Technical Skills & Tools:**

Java, Dart, Flutter, Android with NDK, Kotlin, React Native, Git, Socket.io, Mediapipe, OpenGL 2.0, LibGDX, MLKit Portfolio: Link

# **Professional Experience**

### Software Engineer, Nurture.Farm

JUNE, 2021 – PRESENT

Contact Number: +91 9673052898

- Initially worked on creating new features for existing Android projects with a daily active user-base of around 2k.
- Due to business requirements, quickly learnt Flutter and Dart and started work for the new project to migrate existing
  features. Helped deliver the project from scratch to production to a daily active user count of over 1.2k. Delivered the
  same from code to PlayStore (Android) and AppStore (iOS).
- Learnt Jenkins to help create tags and releases in an automated fashion for later releases.
- Briefly worked on creating **GRPC** contracts between backend and frontend, which I later helped consume on frontend. Later, deployed the same on **Kubernetes** pods in production environment.

# Senior Software Engineer, Fynd

JANUARY, 2020 – JUNE, 2021

- Joined the company initiative initially as an Android Developer (Java) in the Applied Machine Learning team to work
  on GlamAR, which is a virtual based try-on app. I helped build the SDK, as well as, the playstore showcase app from
  scratch.
- Explored various frameworks to get the result of 12+ FPS on low end devices, such as Mediapipe, MLKit and OpenCV for the Machine Learning part, and OpenGL and LibGDX for the rendering part.
- Worked extensively in **Android NDK**, for making network calls using **CURL**, and performing the rendering operations.
- Deployed the SDK on JCenter as an artifactory for public consumption, and built the documentation for the same.

#### Software Developer, Moodcafe

JUNE, 2019 - DECEMBER, 2019

- Joined the IIT-R and IIM-A initiative initially as an Android Developer (**Java**) and led a team of interns to refactor the whole code base into a new version of the app, which was optimized, in terms of performance (by multi-threading), had better UI, reduced size and achieved a frame rate of 60 fps with minimum frame drops within 2 months.
- Later on, learnt core **Javascript** and developed a hybrid app, which was used by a user base of 20,000+ with a daily user count of 450+, from scratch within a time constraint.
- Co-ordinated and helped develop business logic on backend, integrated payment gateways **PayTm** and **Razorpay**'s API within a week, created python scripts for database migration and data analytics scripts (for data which was logged in app using **Socket.io**) and developed notification architecture for increasing user retention.

#### **Projects:**

# Frisbee (Android Application + Backend)

- Built a fitness pose tracking Android application from scratch, with the help of ML based solutions like
   Mediapipe and MLKit. The application supported over ten exercises, could count the number of
   repetitions performed by the user, create workout routines and notify the user for workout sessions.
- Collected and trained a **KNN model** to classify different fitness poses to count exercise repetition.
- Built a custom notification engine which notifies the users on the basis of his frequency of workouts.
- Completely modularized the code-based and heavily optimized the size to reach a final size of 9 MB
- Leveraged Android's Text-To-Speech synthesizer to keep track of the number of exercise repetitions.
- Built a lightweight **Express backend**, which serves the trained csv on runtime to the app, only after successful authentication of the user and client. Deployed the backend on **AWS** and later on **Heroku**

### Extra-Curricular Activities & Achievements:

- Scored 96.61 percentile (previously achieved 90.1) in Common Admission Test (CAT). Received calls from a few IIMs.
- Scored **322** in **GRE** (Verbal Reasoning 158, Quantitative Reasoning 164, Analytical Writing 4.5)
- Qualified Graduate Aptitude Test in Engineering (GATE) in Chemical Engineering and ranked 1602.
- B.E final year project, which was a team of 3, was nominated as one of the best projects for the year.
- Elected as one of AIChE's Executive Student Committee Member.
- Playing guitar and composing music (approaching record labels to release a song professionally)