

Atharva Vaidya

Contact

318 N 32nd St
Philadelphia, PA 19104
☎ (234) 201 - 7779
✉ atharva.vaidya@drexel.edu
🌐 <http://bit.ly/atpvgit>
🌐 <http://bit.ly/atpvin>
☁ atharva.me

Skills

Programming Languages

Swift, Objective-C, Java, Python, C++,
Bash

Technologies

Xcode, Instruments, Git

Design

Photoshop, Sketch 3

Languages

English, Marathi, Hindi

Other

Soccer, Photography

Achievements

Drexel University

A.J Drexel Scholar 2016

Education

Drexel University | Philadelphia, PA

2015 - 2020 (Anticipated)

Bachelor of Science in Computer Science

Work Experience

iOS Engineer - Co-Op

Biomeme, Inc | Philadelphia, PA

September 2016 - Current

Algorithm Playground - macOS app

Biomeme uses an algorithm to process the raw data from the device. The algorithm is dependant on dozens of constants that affect the final output. I wrote an algorithm playground app for macOS that did the following things:

- Parse CSVs containing raw data from the device.
- Edit the values for the constants and get the new processed data from the Algorithm.
- Plotting the processed data.
- Write the new processed data to all CSVs.
- Export a single CSV that contains performance data for all the devices.

Biomeme iOS app

- Refactoring huge amounts of old code from pre iOS 4 era to work with newer frameworks.
- Adding Auto-Layout to all the views in the Main Storyboard and slowly migrating to have separate storyboards for distinct tasks.
- Migrating the project(100,000s of thousands of lines of old Obj-C) slowly to Swift.

iOS Engineering Intern

Whitespell LLC | Miami, FL

December 2015 - January 2016

Worked on the iOS app

- Converted the entire codebase from Objective-C to Swift.
- Implemented the chromecast feature.
- Optimized and organized a large codebase and improved performance by a significant amount.

Projects

Retrieve - Your Lost Objects

App that serves as a global directory of lost objects.

StretchX

iOS fitness app that tracks the time you have been sitting