Chandan Nagaraj Naik

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EXPERIENCE

- **Autodesk Inc**   San Francisco, CA
  Software Engineer   *Feb 2021 - Present*

  ○ **Data Collection**: Implemented an efficient lambda function for data generation and collection, utilizing image resampling, ray-tracing and rasterization of terrain and building polygons.
  ○ **API Optimization**: Improved prediction API performance through RLE payload encoding, achieving a **70%** size reduction and a **20%** decrease in response time.
  ○ **Forma**: Developed façade visualization for buildings in Autodesk Forma using Three.JS
  ○ **Forma-Revit Plugin**: Implemented texture mapping of a satellite image onto 3D terrain, resulting in an enhanced and realistic depiction of terrain in Autodesk Revit.
  ○ **FormIt**: Created a prototype for rendering of FormIt geometry to Unity game objects which won the 'Best Recharge Sprint Project'
  ○ **CI/CD**: Designed and built a Jenkins pipeline that automated the generation of NuGet packages that significantly reduced manual work, saving 10 hours per day and enhancing developer productivity.

- **Microgrid Labs Inc**   Boulder, CO
  Full Stack Software Engineer   *Jun 2020 - Jan 2021*

  ○ **EVOPT**: Led the development of a multi-tenant SaaS platform from UI prototyping to back-end development
  ○ **EVOPT Planner**: Optimized existing standalone legacy algorithms used for Simulating EV Operation to an Object-Oriented web application producing **60% faster** results running on AWS using Apache, Django and React
  ○ **Planner API**: Developed and deployed low latency APIs responsible for calculating Route Energy, Battery requirement and Total Cost of Operation.
  ○ **Data Collection**: Build an ETL pipeline responsible for collecting per second driving data, improving the driving simulation by 30%

- **University of Colorado Boulder**   Boulder, CO
  Research Assistant   *Jan 2019 - May 2020*

  ○ **Haptic VR Wizard**: Developed a Virtual Reality prototyping environment for physical objects (work done under the supervision of Dr. Daniel Leithinger)
  ○ **AR Visualization**: Experimented with 3D data visualization by developing AR Earth, a standalone iOS AR application which shows all the satellites around the earth with interactions

- **Scientific Games Corporation**   Bengaluru, India
  Software Engineer   *July 2015 - Mar 2018*

  ○ **IView Responsible Gaming**: Developed responsible gaming feature which enabled a limit for the amount spent on a slot machine by pool of users in AUS/NZ region casinos.
  ○ **Asset Matrix**: Developed a web components using JQuery and Angular for casinos to keep track of all the assets in a casino.

EDUCATION

- **University of Colorado Boulder**   Boulder, CO
  Master of Science in Computer Science; GPA: 3.74   *Aug 2018 – May 2020*

- **BMS College of Engineering**   Bangalore, India
  Bachelor of Engineering in Electrical and Electronics; GPA: 8.54/10.0   *Sep 2011 – May 2015*

PROGRAMMING SKILLS

- **Languages**: Python, Javascript, C++, C# **Technologies**: AWS, Django, Flask, React, D3, CMake, Docker