

# Dhrubajit Paul Chowdhury

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## PROFILE

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I am a detail-oriented and passionate mobile and web developer. Working in start-ups, I demonstrated my ability as a quick learner while working with multiple technologies. I am trained in design thinking and I bring with me my strong passion for technology, learning and focus on continuous improvement

## EDUCATION

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### Singapore University of Technology and Design

Apr 2013 - Aug 2016

- Bachelor of Engineering in Information Systems Technology and Design with Honors
- Dual Focus Track: Artificial Intelligence and Business Analytics

## SKILLS

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### CORE COMPETENCY

JavaScript

React

React-Native

NodeJs

ExpressJs

Firebase

MongoDB

CouchDB

GIT

### ADDITIONAL SKILLS

Java (version 1.7)

Android (version 5.0)

Ruby on Rails (version 3)

AngularJs (version 1)

BlazeJs

Python

MeteorJs

PostgreSQL

Unity3D

C#

VueJS

## PROFESSIONAL EXPERIENCE

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### DBM Apps, Software Engineer

Feb 2017-Present

- Work with the Microsoft Azure Bot Framework to develop features for a personal assistant chat bot.
- Make features on cross platform (IOS and Android) dating app called Bite using the react-native framework. App is available in the Google Play Store and Apple App Store.
- Use React to develop features on in-house admin panel.
- Use Firebase as database and track real-time changes to display on the admin panel and the app.

### Vault Dragon, Software Engineer

Apr 2017

- Used NodeJS and VueJS to develop an in-house web-app responsible for syncing all CouchDB NoSQL database views hosted in Cloudant web server.
- Debugged the main CMS product which was developed using AngularJS and NodeJS.

### Validatis Technologies Pte. Ltd., Software Engineer

Oct 2016-Jan 2017

- Assisted with continuous development of the SaaS platform using MeteorJS and BlazeJS.
- Wrote client-side tests using Mocha.
- Created internal NPM package with full test coverage for managing asynchronous tasks to support the development of the SaaS platform.

### Tinkerbox Studios Pte. Ltd., Intern

Apr 2015-Aug 2015

- Used the Ruby on Rails framework to develop a web app for a sports coach booking platform.
- Implemented CSS based on designer's design to fulfil client's requirements.
- Applied test driven development and agile methodologies during development of the client's app.

### Western Digital, Intern

Jun 2014-Aug 2014

- Developed a prototype with ironPython to monitor hard disk performance and alert user on abnormalities.

## ACADEMIC PROJECTS

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### SkyOpt VR – Final Year Project

Jan 2016-Aug 2016

- Introduced a new virtual reality technology to the architectural workflow to increase communication efficiency between architects and their clients
- Conduct extensive user analysis and market research to understand client requirements and needs.
- Developed a virtual reality app for Samsung Gear VR using Unity3D to visualize interior architecture and airflow to give an immersive experience

### Canone – 3D Platformer Game Project

Aug 2016

- Used the Unity3D framework to develop an endless runner space shooter game for the android platform
- The game mechanics used the mobile platform's gyroscope and accelerometer to provide a more seamless and engaging user gameplay

### SUTD-MIT International Design Center: Souschef – IOT

Jan 2016-Feb 2016

- Made an Android app for Souschef, a smart kitchen ingredient dispensing machine which communicates via Bluetooth with an Arduino module inside the machine

### E-Bookstore

Dec 2015

- Used Ruby on Rails to make an e-commerce bookstore
- Used native PostgreSQL queries instead of rails-active record
- Made a fully functional web site in a short span of 2 weeks

### Sequence Labelling System – NLP project

Nov 2015

- Applied Hidden Markov Model to label word sequences as noun phrases in a corpus of informal twitter text
- Implemented Viterbi algorithm in Python to run HMM over a data set of around 6500 training data points
- Achieved an accuracy of 67% on the test data of around 3000 data points

### ShootyWooty – 2d Android Game Project

Jan 2015-Apr 2015

- Used the libgdx platform to develop a multiplayer turn based concurrent game on multiple devices
- Implemented multiplayer data transfer with the help of Google Play API

### TravelBuddy – Android App

Dec 2014

- Developed an android travel app incorporating google maps where the locations were displayed as pins and the shortest path was highlighted
- Implemented the best possible route algorithm given a set of locations the user wishes to visit
- App created was considered the best among 7 teams who also created their own versions of the same app

## COMPETITION

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### AUVSI Maritime Robotx Challenge - International maritime robotics competition

Oct 2014

- Developed the navigation of the robot vessel with the help of an onboard GPS and compass which helped it to navigate in the sea through the given path

## CO-CURRICULAR ACTIVITIES

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- **SUTD Billiards Club** May 2014-May 2015
  - Active member; was part of team selected for Singapore University Games 2014
- **SUTD Indian Cultural Club: Key Performer** Aug 2013-May 2016
  - Play the guitar and the bass; Performed in campus and off campus on different occasions

### Additional Information

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#### Languages:

- **English** | Full Professional Proficiency

- **Bengali** | Full Professional Proficiency

**Hobbies:** Reading, Music, Cycling