Dhrubajit Paul Chowdhury

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PROFILE

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

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

CORE COMPETENCY		ADDITIONAL SKILLS	
JavaScript	Firebase	Java (version 1.7)	MeteorJs
React	MongoDB	Android (version 5.0)	PostgreSQL
React-Native	CouchDB	Ruby on Rails (version 3)	Unity3D
NodeJs	Python	AngularJs (version 1)	C#
ExpressJs	GIT	BlazeJs	VueJS

PROFESSIONAL EXPERIENCE

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

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 over 35000 data points
- Achieved an accuracy of 61%

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

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

- **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

Languages:
- **English** | Full Professional Proficiency   -   **Bengali** | Full Professional Proficiency

Hobbies: Reading, Music, Cycling