ANUBHAV AGRAWAL ⭐ Featured

Software Engineer seeking roles in Artificial Intelligence, Data Science, Machine Learning, Software Development, Application Programming, Project Management,Database Development, Process Improvement, Resource Planning, Java, Python, Android, C++

Current Designation: **Software Engineer**	Total Experience: **1 Year(s) 5 Month(s)**
Current Company: **Samsung Electronics**	Notice Period: **2 Months**
Current Location: **Noida**	Highest Degree: **NA [na]**
Pref. Location: **Bengaluru / Bangalore,Delhi / NCR,Pune**	
Functional Area: **IT Software - Application Programming / Maintenance**	
Role: **Software Developer**	
Industry: **IT-Software/Software Services**	
Marital Status: **Single/unmarried**	

Key Skills: Software Engineer,Software Developer,Software Development, Data Science, Application Programming,Machine Learning,Java,Python,Android,C++,Software Engineering,Android Development,Android Application Development,Android Studio,Android SDK

Verified :　　**Phone Number |**　　**Email - id**

Last Active: 21-Jan-21　　　Last Modified: 21-Jan-21

Summary

*　　Result-driven (B.Tech. - Electronics & Electrical Engineering, from Indian Institute of Technology Guwahati) professional 01 year of professional exposure
*　　Led large-scale application architecture and design efforts; resolved integration and interface issues between various applications or systems with focus on optimizing application performance and scalability
*　　Understanding of Software Development Lifecycle (SDLC), right from requirement analysis, documentation to maintenance of proposed applications
*　　Proficient in understanding the needs of multiple stakeholders, evaluating & analysing data and creating solutions with skills in collaborating with senior management to review data and identify opportunities
*　　Acquired fair quantitative skills to manage large sets of data with capabilities to process, analyse and report data to the management

Work Experience

Samsung Electronics as Software Engineer
Jun 2019 to Till Date

Samsung Electronics as Software Engineer
Jun 2019 to Jun 2019

Key Result Areas:

*　　Developing software solutions by studying information needs, conferring with users, studying systems ?ow, data usage, and work processes
*　　Executing varying sizes of customizations, standard processes and maintenance; upgrading existing products efforts towards maintaining strong collaboration between the Interaction, Graphic and UI Design Teams
*　　Analyzing user requirements to identify trends and resolve performance issues; managing resource planning, effort estimation and risk management; currently involved in security related development and testing
*　　Rendering solution, enabling implementation of the product with documentation and execution of varying sizes of customizations, standard processes & maintenance and upgrading existing product
*　　Optimizing the application for maximum speed and scalability

Education

UG: **B.Tech/B.E. (Electrical)** from **Indian Institute of Technology (IIT), Guwahati** in **2019**

PG: **NA (na)** in **0**

IT Skills

Skill Name	Version	Last Used	Experience
Python, Java, Programming, Android			
machine learning and deep learning			
C++, OpenCV			
Mobile application development		2020	1 Year(s) 6 Month(s)
Kotlin		2020	1 Year(s) 4 Month(s)
Android Application		2020	1 Year(s) 6 Month(s)
Mobile Development		2020	1 Year(s) 6 Month(s)
Android application development		2020	1 Year(s) 6 Month(s)
APPLICATION DESIGN		2020	1 Year(s) 6 Month(s)
Android SDK		2020	1 Year(s) 6 Month(s)
Android Framework		2020	2 Year(s) 0 Month(s)
JAVA		2020	2 Year(s) 0 Month(s)

Languages Known

Language	Proficiency	Read	Write	Speak
English				
Hindi				

Projects

Project Title: Virtual Game Controller
Client: Samsung
Nature of Employment: Full Time   Duration: Apr 2020 - Jun 2020
Project Location: Noida   Onsite / Offsite: Onsite
Role: Other   Team Size: 3
Skill Used: Machine Learning, Artificial Intelligence, Neural Networks, Computer Vision, Deep Learning, Android Application Development, Android Studio, Camera,
Role Description: Role was to develop app from start including writing code, testing it and deploying it on android, improvise it.
Project Details: Built an android app (Virtual Game Controller) that can be used to play any game like Subway-surfer by detecting hand gestures to control movement of the runner on the screen. It has been implemented on Android and can be used to play any game or control any application using hand gestures only.

Affirmative Action   # Work Authorization

Category: General   Job Type: Permanent

Physically Challenged: No   Employment Status: Full time