

Education

Georgia Institute of Technology

August 2011 – May 2015

B.S. Computer Science

Deans List: Fall 2011, Spring 2012, Fall 2012, Spring 2013

Work Experience

FIXD, Founder/Software Developer; Atlanta, GA

Summer 2014

- Sole developer of an app that helps diagnose your car via Bluetooth and an OBDII Sensor
- Built from scratch using native Android, utilizing the Bluetooth API, and a Firebase backend
- Deployed both Beta/Production versions of the app on the Google Play Store
- We raised over \$35,000 successfully via Kickstarter

Google, Engineering Practicum Intern; Cambridge, MA

Summer 2013

- Worked on internal tool used by merchandisers on the Google Play team
- Added data-fetching for music items that were not yet released on Play Store
- Used Java/GWT, and Protocol Buffers with an RPC Framework to fetch data from internal APIs
- Saved significant time for merchandisers by automating part of their workload

Georgia Tech Institute for Computing Education, Research Assistant; Atlanta, GA

Jan 2012- May 2013

- Worked on creating games and tutorials for students K-12 aspiring to learn Computer Science
- Utilized tools like Greenfoot, Scratch, Microsoft Kinect, and the Finch robot
- Made multiple demos that were used in Workshops/Summer Classes at Georgia Tech

Technical Skills

- Java
- Android
- Python
- Javascript / jQuery
- Angular
- HTML/CSS/Bootstrap
- SQL/SQLite
- Swift (Learning)

❖ Willing and able to learn anything for the job as quickly as the documentation lends it!

Projects

- **FIXD** (www.fixdapp.com) : A mobile app made to communicate with a Bluetooth enabled sensor that can pull realtime / freeze-frame data from your to help with diagnosing problems. Built with Android + Bluetooth / Firebase.
- **Portfolio Site** (www.rikinmarfatia.me) : My website serving as a portfolio for project and testing grounds for new web technologies. Built with HTML/CSS/Javascript as well as Bootstrap and Angular.

Activities

- **HackGT** (Fall 2014 – Spring 2014): We go to hackathons and host events.
 - Built a web app that allows you to play games to compete for who pays for food. Utilized the Ordr.in API and Phaser JS Game Library (website currently down)
- **The Agency** (Fall 2014): Georgia Tech AI Club
 - Worked a lot with a Mario Game engine to procedurally generate levels using different optimization search methods