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MEET BRAHMBHATT

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EMPLOYMENT

Software Engineer **Ilumi Solutions, Inc.** **March 2018 – Present**

- Developing Savant Home Automation Android application using Dagger2 and RxJava by implementing different architecture like MVP and MVI.
- Writing code to control smart devices through local server called Host via socket connection.
- Writing test cases for android application components like activities, fragments, and services.
- Currently developing Ilumi Meshtek SDK to control configurable Bluetooth devices.
- Writing app specific UI elements like custom top toolbar and vertical seekbar using java libraries.
- Writing custom Library modules to support different type of color and True Image alteration methods.

Software Engineer **Brushfire Technology** **August 2016 – March 2018**

Brushfire App

- Developed and tested client facing Native Android and iOS application of Brushfire to support Admin and Kiosk Mode.
- Reduced significant time to render the event place map (SVG) by using OpenGL functions in Android application
- Articulated three new features for existing mobile application to support client needs.
- Implementing third party payment reader support by integrating Square and PayPal reader SDK in both Android and iOS application.
- Worked on a Brushfire web application under the guidance of VP of Engineering team.
- Added new signature fields for attendee form, order form and group form to get attendee consent.
- Revamped revenue screen and implemented backward compatibility for salesforce integration.
- Added back support for the app with Salesforce, Kindful, Mail Chimp, DocuSign and Hello Sign.
- In 2017, total 50,000 people used our application in three days to do different tasks at Hillsong conference in Australia.

Graduate Research Assistant **Information Security Lab** **Jan 2015 – June 2015**

- Performed behavioral search prototypes for IOS, Android and Web application benchmarking.
- Orchestrated the research across Unity 3D game engine to convolute around the three graphic focused prototypes for benchmarking.
- Coached a fellow PhD Student to publish the following paper on basis of my research findings.
Haque, SM Taibul, Matthew Wright, and Shannon Scielzo. "Hierarchy of users' web passwords: Perceptions, practices and susceptibilities." International Journal of Human-Computer Studies 72.12 (2014): 860-874.

Game Engine Specialist **Openxcell Technolabs** **April 2013 – July 2014**

Enemy Dawn

- Lead a team of four professionals to develop **Bingo Hall** game related to the lotto game Bingo!
- Implemented the Bingo Random drawing algorithm by the memory tweak to cut down 33% of traditional drawing time via caching algorithm update.
- Improvised the game AI in the game loop to use improvised version of Fuzzy Logic.
- Prioritized game requirements and formulated the timeline to collaborate with the arts design team while incorporating the engine specific graphics while coping up to sprint timelines.
- Built app to compute similarity of all methods in a code base; reduced time from $O(n^2)$ to $O(n \log n)$.
- Created test case generation tool which creates random XML docs for game scenarios from a pool of XML Schemas.

EDUCATION

Arlington, TX **The University of Texas at Arlington** **Fall 2014 – May 2016**

- Master of Science in Computer Science (3.5/4.0)

Nadiad, Gujarat, India **Dharmsinh Desai University** **Fall 2009 – May 2013**

- Bachelor of Technology in Computer Engineering (3.5/4.0)

TECHNICAL EXPERIENCE

Projects

- **Safety First APP** (2015). SOS IOS App where multiple users can report an emergency with a firm backend service. IOS.
- **BLE Device Mapper App** (2016). Physical web application which actually tracks the location of all the known devices in the range by RSSI mapping. IOS, GCP, Sensor Transmitting devices.
- **Drug Search App** (2015). Drug search app facilitating the requirement to locate prescribed drug at nearest store. IOS Android, Xamarin

CERTIFICATIONS

- [Kotlin for Java Developers by Udemy. Certificate earned on Tuesday, February 27, 2018](#)