**Rima Sukhadia**

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**Education**

2015 **Illinois Institute of Technology** Chicago, IL

*Candidate for Masters of Science in Computer Science, expected December, 2017 with current GPA: 3.0*

Currently pursuing masters of science in computer science with Artificial Intelligence and Machine learning, Data Mining, Analysis and algorithms, Android and Cloud computing.

2010-2014 **Gujarat Technological University** Ahmedabad, Gujarat, India

*Bachelors of Engineering in Computer Engineering, with 3.7GPA (8.20/10CGPA)*

Shri Devang Mehta IT Awards: Certificate of excellence for communication and skills (2014),

Certificate of excellence for top ranker (2013).

Events: Certification of participation in patent track competition for company named IBM held by Gujarat Technological University (GTU) Innovation Council, 2014.

Certified for participation in Robot Race event [Robotics].

Certified for Workshop on Robotics, designed PCB, implemented, crafted and Modeled Robot.

Lead Foreign Exchange Program, British library quiz contest, conducted seminar on MAC OSX.

Marketed LED lights at National Architectures and Builders Fair (ACE), Ahmedabad.

**Skills**

Objective C, C#, HTML, CSS, Java, Xcode, Unity, Cocos2D, Python, mobile applications, testing, website design, content writing, client handling, website building, interpersonal communication, social networking.

**Experience**

Summer 2015 **Infoware House** Ahmedabad, Gujarat, India

***Software Game Developer***

* Infoware company is a software solutions provider in terms of e-learning services, mobile apps and game development, web applications, etc. where my duties were to develop Cross platform gaming projects, worked up on Unity 2D v4.6, to implement on any mobile device: phones, tablets, iPad, etc. (testing on Android and iOS devices), PC, consoles and websites (Scripting in C-Sharp), testing, and corrections according to client’s feedback after sending build. Analyzed content of game, designed suitable layouts according to the client’s requirements, managed GUI elements in every Scene and/or Game Object, scripting/coding in C#, testing in every build phase of my project on an Android or iOS device, created scenes according to the requirements, Built and Run, keep track of the assigned tasks mentioning daily progress sheet.
* Developed two 2D android/iOS games on Macintosh using Monodevelop with Unity along with one 2D iOS puzzle game at another company as my final year project.

**Projects**

* 1. **Vivacious Web Solutions, Software developer** Ahmedabad, Gujarat, India

***Mahjong 2D iOS Game***

* + - Developed final year project at Vivacious Web Solutions Company, titled Mahjong puzzle iOS game on Macintosh OSX using Cocos2D with Xcode v4.6.2 scripting in Objective C and designed various modules accordingly.
    - Mahjong 2D was a solitaire type of tile matching game.
    - Gave poster presentation for the same.

**Personal**

* Certificate of excellence for communication and skills by Shri Devang Mehta IT Awards 2014.
* English is my full professional proficiency language.
* Contributed in NGOs like Manav Sadhna, Asmaan, India for needy children.
* Photography.
* Basketball player, social media surfer.