SAVAN VAGHELA

Date of Birth: 16th October, 1994

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PROGRAMMING

Java, VB for Applications, MySQL, Cobol

TOOLS & TECHNOLOGY

Eclipse, NetBeans, IntelliJ idea, XAMPP, Adobe Photoshop and Flash

EXPERIENCE

SOFTWARE ENGINEER @HSBC TECHNOLOGY, INDIA

From June, 2016

Joined as a Backend Engineer in Commercial Banking Department. Developed many tools for Bank's transformation along with usual requirements development.

EDUCATION

B.TECH from **DA-IICT, GANDHINAGAR**

in Information and Communication Technology

2012 – 2016

Majors: Computer Science

CPI: 7.31 / 10

HSC from **V.J. PATEL HIGH SCHOOL, ANAND**

in Science Stream (with Mathematics)

2010 – 2012

Majors: Computer Science

Score: 87.08%

RESEARCH AND PUBLICATIONS

AN ADEPTIVE STRUCTURE ANALYSING BOT FOR THE ANGRY BIRDS

in IEEE Transactions on Computational Intelligence and AI in Games

ISSN: 1943-068X

Analyze the mathematical logic behind structure destruction techniques in Angry Birds game. Supervised learning of the parameters that determines the performance of the playing bot. Play in limited amount of time and try to achieve maximum score possible.

PROJECTS

AIBIRDS CHALLENGE

2014 (Prague, Czech Republic), 2015 (Buenos Aries, Argentina), 2016 (New York, USA)

Competition based on Angry Birds Game (Platform: Google Chrome). Task was to develop an Angry Birds playing bot who can score maximum points in the game. Bot should play the game intelligently without any human interference. Achieved 6th, 2nd and 2nd rank in the order of years mentioned above.

ONLINE EXAMINATION PORTAL

August, 2014 to November, 2014

Application that takes the examination and show the results of a chunk of people at the same time. Server can connect to multiple clients using Threads. Authentication and Time limitation per question per client featured. Client is a standalone application (using Java Swing).

BASKET BALL

January, 2015 to April, 2015

Developed a basketball game in Python using PyOpenGL. User has the ball (a circle in a 2D plane), which is supposed launch towards the basket. User launches the ball by determining power and launching angel. Ball can also rebounds from the ring or ground using collision detection.

RELEASE VERIFICATION SYSTEM

April, 2017 to June, 2017

To verify all the modules going in release has successfully deployed in Production environment or not. Organization used to do this process manually using human efforts. Tool does the same thing automatically, without human errors and approximately 75 times faster. Tool uses an integration of three different technologies; Java, VBA and Mainframe.

AWARDS AND RESPONSIBILITIES

Rank First in Java @ hackerrank.com

A+ grade in SCOPE (English Commutation Program by Cambridge University, UK)

Bronze medalist at International Karate Fight, 2009

Research Paper Reviewer @ IEEE Transactions

Teaching Assistant for Object Oriented Programming in Java, 2016

Coordinator, Synapse – 2014 (Annual Fest of DA-IICT)