

Shrey Khosla

(+1) 519-572-1782 | shreykhosla.com | theshreyk@gmail.com

TECHNICAL SKILLS

LANGUAGES

Java, C++, Processing, C#,
C, HTML, CSS, Javascript



TECHNOLOGIES

Android, Git, Vim,
Bash, L^AT_EX

TOOLS

Android Studio, Photoshop,
Unity3D, Sony Vegas Pro

LINKS

 /shreykhosla
 /ShreyK

EXPERIENCE

THESCORE | ANDROID DEVELOPER - PRODUCT DEVELOPMENT

May - Aug 2015 | Toronto, CA

- Iterated on and helped build new features into the eSports Android app.
- Refactored major parts of the app to reduce the codebase, make the app more efficient, and user friendly.
- Spoiler Mode, Coachmarks, Localization, and UI updates, are just a few examples of some of the tasks I worked on as an Android Intern at theScore.

KNOWROAMING | ANDROID DEVELOPER

Aug - Dec 2015 | Toronto, CA

- Helped **redesign** and **build** the company's new Android App.
- Solo developer working on a Roaming-Data Packaging application for a Chinese multi-national company to be implemented into their Mobile devices **internal OS**.
- Helped build the back-end infrastructure for **SMS Verification** and **Account Management** to be used in the Android and iOS App.

UKEN GAMES | QA ANALYST

Jan - May 2015 | Toronto, CA

- Helped build a new game idea from the brainstorming process to fundamental feature generation to a final prototype.
- Involved in pair programming sessions to develop the prototype using **JavaScript (ES6)** and **Ruby on Rails**.
- Tested 7 HTML5 based games on Android, iOS, Blackberry, Amazon and Windows devices on a daily basis.

UNIVERSITY OF WATERLOO | RESEARCH ASSISTANT

April - Aug 2014 | Waterloo, CA

- Built desktop applications to help in the development of testing a **PhD thesis** in "Large Scale displays in Public Areas" under Human Computer Interaction.
- Used **Processing** and third party **Kinect SDK** to develop a 3D virtual room environment for thesis testing and user data collection.

PROJECTS

DREAM CATCHER | ANDROID APP - GOOGLE PLAY

- My first Android App built independantly from the ground-up for users to note down and save their Dreams.
- UI Layouts inspired by **Material Design** guidelines. Simple, elegant and easy to use.

ANDROID GAME FRAMEWORK | GITHUB - OPEN SOURCE

- Lightweight **Framework** built with Object Oriented and Modular design in mind to help build Games on Android.

EDUCATION

UNIVERSITY OF WATERLOO | SOFTWARE ENGINEERING W/ Co-OP

Sept - Apr 2018 (expected)

2013 Presidents Entrance Scholarship

2013 Engineering International Student Scholarship