

Shrey Khosla

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TECHNICAL SKILLS

LANGUAGES

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



TECHNOLOGY

Android, Unity3D
Git, Vim, Bash

TOOLS

Android Studio, Photoshop,
Sony Vegas Pro

LINKS

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 /ShreyK

EXPERIENCE

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**.
- Developed on the companies 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

- Part of the game-design prototyping process during the 4 months of co-op.
- Pair Programming sessions to help build 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

SNAKE | ANDROID GAME

Google Play - Coming Soon

- Rebuilt the classic game for Android Devices using my **Open Source** Game Framework.
- Used the **Factory Design Pattern** and **Object Pooling** to efficiently recreate eatable items in the game.
- The Game is **Open Source** as a sample project made with my **Framework**.

DREAM CATCHER | ANDROID APP

Google Play

- My first Android App built from the ground-up for users to note down and save their Dreams.
- Used the **Parse API** to save users notes in the cloud.
- UI Layouts inspired by **Material Design** guidelines

ANDROID GAME FRAMEWORK | OPEN SOURCE

Github

- 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