

Shrey Khosla

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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 2016 | 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**, **Dynamic Coachmarks**, **Localization**, and regular UI updates, are just a few examples of some of the tasks I worked on as an Android Engineer.

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**.
- Built the back-end infrastructure for **SMS Verification** and **Account Management** to be used by the Mobile apps.

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 **Victor Cheung** in the field of **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

PHOLUME | IN PRODUCTION

- Using the power of a **picture** accompanied with a **short audio recording**, Pholumes would allow artists to be able to capture a moment that can live on forever.
- Team Project for our **SE464 (Software Architecture)** course where my major focus is on **Android and Backend Development**.

DREAM CATCHER | ANDROID APP - GOOGLE PLAY

- My first Android App built independantly from the ground-up for users to log their dreams as a first step to attain Lucid Dreams. UI Layouts inspired by **Material Design** guidelines.

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 2013 - Apr 2018 (expected)

2013 Presidents Entrance Scholarship

2013 Engineering International Student Scholarship