

# SIDDESH PILLAI

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## EDUCATION

- **M.S in Computer Science** - Rochester Institute of Technology, Rochester NY, USA **Grad GPA 3.5**
  - Expected Graduation May, 2016
  - Coursework – Natural Language Processing, Computer Vision, Pervasive Systems, Artificial Intelligence, Foundations of Big Data, Data Security & Privacy, Web Services, Algorithms.
- **Bachelors in Engineering in Computer Science, 2011** - Anna University, India **First Class**

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## EXPERIENCE

- **Software Engineer Intern (DevOps)**, Intuit Inc. **May, 2015 – Present**  
Implemented procedures for architecture of scalable system to support the backend services. Writing continuous integration tasks for the continuous deployment delivery of the services.
- **Software Products Android Runtime & Qt Intern**, Esri Inc. **May, 2014 – Dec, 2014**  
Developed and Refactored the Android & Qt ArcGIS SDK's based on geo-coding, reverse geocoding, map graphics, routing & navigation, closest facilities, online/offline map editing, cloud ArcGIS services and Geo-database features.
- **Android Developer & Co-Founder**, ISL App (<http://goo.gl/pzqCe8>) **Sept, 2014 – Present**  
Conceptualized, designed and developed an app for Indian Super League, a soccer league in India. Voted as the 2<sup>nd</sup> Best App by Intel contesting worldwide with 4500 active users & rated 4.94 on Google Play. <http://goo.gl/QF33IH>

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## PROJECTS (other contributions - <https://github.com/sidd4698>)

- **Fly Beacon (TechCrunch Disrupt Hackathon - <http://challengepost.com/software/fly-beacon>)** **May, 2015**
- **Smart Shuffle Stack (Winner at BrickHack Hackathon - <http://challengepost.com/software/shufflestack>)** **April, 2015**
- **NaviTag (RIT iOS Challenge hosted by Apple Inc. – <http://challengepost.com/software/navitag>)** **Feb, 2015**  
Design and developed the Treasure Hunt game prototype in Swift using the core-location services for maps and navigation, Core Image and Graphics for image filters and a back-end web service to handle real time interactions.
- **Grubstake! (University Mobile Challenge – World Group Stage)** **Jan, 2015**  
Lead, Idea, design & development - An android application in the health & fitness categories which keeps the track your grub and recommends diet based on needs. Submitted to Applied Innovation Institute's UC Berkeley's Entrepreneur Cell – University Mobile Challenge 2015. Link: <http://grubstake.in/>
- **Flight Simulator Model (Academic)** **March 2014**  
Predict the flight delay using machine learning techniques. Data Management using MySQL, data cleaning using Java, web representations using PHP and scripting in Python.
- **Pool a Car (University Mobile Challenge – Semi-finalist, World Top 30)** **Jan, 2014**  
Concept, design and development - Web/Mobile (android) prototype for effective carpooling using location based API's submitted to Applied Innovation Institute's UC Berkeley's Entrepreneur Cell University Mobile Challenge 2014.

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## TECHNICAL COMPETENCIES

- Languages: JAVA (SE, EE- JPA, JMS, EJB, CDI), C, C++, Swift, Python, Qml, JavaScript, XML, R.
- Backend: AWS, SNS, SQS, Dynamo DB, JBoss, MySQL, SQLite, Mongo DB.
- Tools: IntelliJ, Git, Eclipse, Android Studio, X-Code, Visual Studio, Qt Creator, Net beans, iPython, Perforce.
- App Development Experience: Android, Windows, Ubuntu, Mac OS, iOS.