

SRI AMIN

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PROFILE SUMMARY

I'm a Bachelor of Computer Science (Mobile Computing) alumni, seeking an opportunity to apply my software development skills to make a positive impact to grow the product portfolio and the organization. A position that will present challenges to sharpen my skills and broaden my experience.

WORK EXPERIENCE

VR Software Engineer

January - December 2022

Marion Surgical : Remote

- Surgical Simulator that takes CAT Scans and generates 3D models, assets that surgeons can use to practice procedures on in VR before performing the real surgery
- Worked with Unreal and Unity Engine to deliver VR implementations for surgical simulators
- Developed software as per requirements documents and delivered them in a timely manner
- Researched and implemented game mechanics that can be utilized for the simulator
- Received appreciation for my drive and initiative to deliver requirements and do extra sprint tasks

Mobile Applications (iOS) Developer

January - December 2021

CloudDx : Remote

- Created an iPad application specifically for Project Vitaliti that was valued by the team
- Team congratulated my adaptive behaviour for learning Objective C before the start date

Project Vitaliti

- Software that measures vital signs from a Bluetooth device and transmits them to an iPad, Android Tablet or HoloLens device
- Collaborated with the team in SCRUM meetings and took feedback from experts
- The CEO appreciated my contributions and the overall results meeting their requirements

Mobile Applications (React) Developer

May - August 2020

AuroPay (Talam Pay) : Remote

- Created a React Native application that acted as a payment and transaction system for Auroville, a village in India that had an isolated payment system separate from society
- 150 business units within Auroville are using this application
- Complemented for my efforts, communication and contribution to the project and its goal

SKILLS

Programming Languages

- Java
- JavaScript
- HTML/CSS
- C
- C++
- C#
- Swift
- Objective C
- Python

Tools and Platforms

- iOS
- Android
- Linux
- Unity
- Unreal
- XCode
- Android Studio
- React Native
- React
- Git
- JIRA
- AI
- NodeJS
- .NET
- AR/VR Development

Soft Skills

- Agile
- Adaptive
- Collaborative
- Enthusiastic
- Self-Regulated
- Receptive

EDUCATION

Honours Bachelor of Computer Science (Mobile Computing)

2018 - 2022

Sheridan College : Oakville ON

Worked on an extensive mobile applications capstone project for a year that uses AR to create tutorials that teach users how to build a computer. Graduated with a honors GPA of 3.82.

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EDUCATION

Online Course Certificates

May 2020 – August 2020

Harvard University / edX : Remote

CS50's Introduction to Artificial Intelligence with Python Online Course

- Learned and utilized various algorithms and data structures related to AI
- Performed methods like Neural Networks, Regression AI, Q Learning and several more Course Projects (<https://github.com/SriAmin/Harvard-CS50-AI-Projects>)
- Submitted eleven projects where we applied our knowledge and gained experience

CS50's Introduction to Game Development Online Course

- Learned and utilized various methods and practices to create popular games
- Developed on Unity and Lua.2D, learning the several features and aspects both platforms deliver
- Submitted projects that add modifications to existing games like Legend of Zelda, Mario, Pong, etc

CS50's Mobile App Development with React Native Online Course

- Built React Native applications and learned concepts related to the platform and JavaScript
- Learned and applied concepts such as properties, state, navigation, expo components, redux and several more