

Sri Amin

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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.

Programming Languages Java • JavaScript • HTML/CSS • C++ • C • C# • Swift • Objective C • Python

Software Skills iOS • Android • Linux • Unity • Unreal • XCode • Android Studio • React Native
Git • JIRA • Artificial Intelligence • NodeJS • .NET • AR/VR Development

Other Skills Agile • Adaptive • Collaborative • Enthusiastic • Self-Regulated • Receptive

Work Experience

Marion Surgical : <https://www.marionsurgical.com/>

January 2022 – Present

VR Game Engineer

- 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

CloudDx : <https://www.clouddx.com/#/>

January 2021 – December 2021

Mobile Application / Mixed Reality Developer

- 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

AuroPay (Talam Pay): <https://auroville.org/>

May 2020 – August 2020

Mobile Applications (React) Developer

- 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

Education

Oakville, ON

September 2018 – December 2022

Sheridan College

Honours Bachelor of Computer Science (Mobile Computing)

- Honours GPA: 3.82
- 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



Education

Online

Harvard University : www.edx.org/

May 2020 – August 2020

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