Mobile Developer Mobile Developer Authorized to work in the US for any employer Work Experience Mobile Developer June 2017 to Present Creates Mobile Application in Ionic framework to help support patients with rare diseases. Collaborate with UX/UI team and product manager to deliver key modules. University of New Mexico September 2015 to December 2016 Collected motion capture data of patients using VICON motion capture device. Assisted in analyzing and scrubbing collected data in Biomedical research Researched the data collected to optimize human motion in Computer animation using Machine Learning Algorithms for my master's Project. PROJECTS: Smooth Particles Hydrodynamics Simulation Water simulation made in OpenGL for 3 platforms: iOS/Objective-C, MacOS/Objective-C and Windows/C Meshless Deformation based on Shape Matching (Masters Project) Implemented the paper by Matthias M ller using C++/windows and OpenGL Pok mon Clone IOS platform in Swift (Personal projects) Pok mon clone in swift using the Pok mon asset. Available in GitHub. Calculator App in Swift (Stanford Course) Made a calculator App using Swift Web Crawler(Python) Design and develop a program that can find sort of webpage's dead links. It implements retrieval algorithm to realize this function. IOS Developer/Graphics Researcher University of New Mexico September 2014 to December 2016 Created Apps in both Android and IOS using features like (push notification, Geo Location, Permanent Storage and other revamps). Developed code to tie different view for portrait and landscape orientation Made Tinder, Uber and Instagram Clone using the parse server on IOS 9.0. Software developer Intern University of New Mexico June 2016 to August 2016 Wrote an IOT simulation library using C++ to generate data in JSON format Created a dashboard to display real time data of the simulated IOT device using spark SQL. Software develop Research Intern University of New Mexico May 2015 to August 2015 Designed a 5 feet bipedal Robot using SolidWorks which includes the production of the robot. Researched on ways to use a Machine Intelligent, Hierarchy Temporary Memory to drive the robot Tested and Simulated the robot in ROS and Gazebo after importation with an XML generated file from SolidWorks. Education Masters in Computer Engineering University of New Mexico - Albuquerque, NM September 2014 to March 2017 Bachelor in Mechanical Engineering University of Minnesota - Minneapolis, MN January 2010

to December 2013 Skills IOS (2 years), ANDROID (2 years), C++ (1 year), ALGORITHM (1 year), ANIMATION (1 year) Additional Information SKILL SUMMARY: Strong programming skills Research and Team work oriented Special talent in graphics design and animation, app development in IOS SKILLS: Computer Engineering: Proficiency in: C++, Java, Swift, HTML, UNIX, Matlab, Swift, Python, OpenGL, Machine Learning, Image processing, GLSL, Git, Android, SolidWorks, Advanced mechanics and Robotics Knowledge in: Objective-C, SQL, C, unity3D, Blender, Maya, Gazebo, ROS, GPU. STEM TUTORING: Student Tutor/Manager, CAPS, University of New Mexico September 2014 - May 2017 Tutored students in mathematics, physics and engineering subjects Helped guide and mentor young tutors. SELF TAUGHT CLASSES: Objective-C, Multi-threading, MySQL, Design Pattern, Unity3D, Android, IOS programming, MIT Data Structure and Algorithm, Robotics, Stanford IOS class, Machine Learning, HLSL, GLSL, Neural Networks. AFFILIATIONS AND ACHIEVEMENTS: National Society of Black Engineers (NSBE) - UMN Chapter, Member January 2010 - Present

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