

C++ Developer - Unreal Engine 4.2 C++ Developer - Unreal Engine 4.2 Software Engineer
Binghamton, NY Sponsorship required to work in the US Work Experience C++ Developer - Unreal
Engine 4.2 State University of New York at Binghamton - Binghamton, NY December 2018 to
Present Currently developing a 3D desktop game consisting of an 'Escape the Room' scenario
Making use of C++11, Unreal Engine 4.2, stock assets and textures Github link:
<https://github.com/vedranade/BuildingEscape> Python Programmer State University of New York at
Binghamton - Binghamton, NY August 2018 to December 2018 Developed a haptic feedback
based obstacle detector wearable system for the visually impaired using a Raspberry Pi 3 Made
use of the Adafruit Time-of-Flight distance sensor, haptic motor and motor controller Used Python
3, Board, Busio and Adafruit Python libraries C++ Programmer State University of New York at
Binghamton - Binghamton, NY August 2018 to December 2018 Programmed a custom version of
the C++ std::map data structure using C++ templates as a university course project. Design an
N-dimensional array container using C++ template metaprogramming as a university course project.

Tools used: C++14, Vim Python Programmer State University of New York at Binghamton -
Binghamton, NY April 2018 to May 2018 Used Python to develop a secure voting system using the
Thread and Crypto Python libraries Github link:
<https://github.com/vedranade/CompSecTermProject> C++ Graphics Developer State University of
New York at Binghamton - Binghamton, NY January 2018 to May 2018 Made use of OpenGL to
build a 3D scene and demonstrate rolling, pitching and yawing of a camera around the scene.
Github link: <https://github.com/vedranade/CGHomework3>. Implemented texture mapping of an
image onto a 2D shape from the ground-up using the bilinear interpolation method. Also
implemented texture warping using bilinear transformation. Implemented Bezier-surface creation
given a certain number of control points from the ground-up. Implemented flat and Gouraud
shading models, specular and diffuse lighting. Tools used: OpenGL 3.2, C++11, Visual Studio
2015 C++ Developer, Image Processing State University of New York at Binghamton - Binghamton,
NY August 2017 to December 2017 Implemented algorithms from the ground-up for image
processing such as image sharpening and blurring, feature-detection, color-alteration etc.

Implemented DCT on images for compression. Implemented KNN machine learning algorithm for image classification from the ground-up. Tools used: OpenCV 3.4, C++11, Visual Studio 15 C++ Linux Developer State University of New York at Binghamton - Binghamton, NY August 2017 to December 2017 Created a custom Linux shell that could run almost all Linux terminal commands. Programmed a Linux device driver that would read data from an external flash drive. Implemented a Unix based two way chat application using Unix sockets. Tools used: C++11, Ubuntu 14.04 Cloud Engineer Blazeclan Technologies Pvt. Ltd. - Pune June 2016 to June 2017 Developed and architected a highly fault tolerant and scalable cloud server environment on Amazon Web Services for Viacom18-Voot media group Developed Python scripts that would automatically deploy infrastructure based on input parameters using the AWS Lambda service Worked in a team that made use of the Amazon Rekognition service to make a biometric based authentication application Developed scripts for automated cloud infrastructure migration and disaster recovery for Bajaj Finserv Trained and mentored new employees on the topic of architecting on Amazon Web Services C Programmer Pune, Maharashtra February 2014 to April 2014 Designed a solution to the producer-consumer and the dining philosopher problem using C and POSIX multithreading as part of a university course project. Education Master's in Computer Science Binghamton University - Binghamton, NY August 2017 to May 2019 Bachelor's in Information Technology Savitribai Phule Pune University - Pune, Maharashtra August 2012 to June 2016 Skills C (2 years), C++ (2 years), Java (1 year), Python (2 years), Javascript (1 year), SQL (2 years), Visual Studio (2 years), OpenCV (1 year), OpenGL (1 year), Unity3D (Less than 1 year), Unreal Engine (1 year), Amazon Web Services (1 year), MySQL (2 years), HTML 5 (1 year), PHP (1 year), Linux (1 year), Cloud Computing (1 year), Microsoft Word (2 years), Microsoft PowerPoint (2 years), Git Links <https://www.github.com/vedranade/> <https://www.linkedin.com/in/vedranade> Certifications/Licenses Microsoft Technology Associate November 2015 to Present

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