

Vinoth Mani

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<https://www.linkedin.com/in/dev-vinoth-mani> | <https://vinoth31596.github.io> | Software Engineer

OBJECTIVE

Innovative and passionate individual with 3 years of professional experience working in different **R&D** projects looking for an opportunity to work in a growth-oriented company where I can use my skills to the advantage of the company and also develop my own skills.

EDUCATION

Northeastern University, Boston

Expected May 2023

Master of Science in Software Engineering Systems

Relevant Coursework: Program Structure Algorithms, Concepts of OOPS, Enterprise Software Design, Network Structure & cloud computing, Software Engineering, Web design, Parallel, concurrent & multithread programming

Anna University, Chennai, India

Apr 2018

Bachelor of Engineering in Computer Science Engineering

TECHNICAL SKILL SETS

Programming Language: python, swift, C#, java, JavaScript, Typescript, HTML, CSS, SQL, ReactJS, NodeJS

Framework & DB: leafletjs, cocoa pods, Rasa AI Chatbot, SQL, Firebase, MongoDB

Source Control: Perforce, Git

Tool Expertise: XCode, VS Code, Unity 3D, Visual Studio, Blender 3D, Meld, beyond compare, JIRA, postman, ngrok, AWS

Certification: Rasa Certified Developer

PROFESSIONAL EXPERIENCE

Associate Software Engineer, Scientific Games Corporation, Chennai, India

GDK Middleware Version Migration (C#, python, PS script, NuGet packages)

Jun 2020-July 2021

- Implemented and fixed code changes in C# for migration from vs 2013 .net 3.5 to vs 2019 .net 4.6.1 framework
- Redesigned GDK game and build system to run games in VS 2019 and Unity 2019

Thinclient Web game development (typescript, JavaScript, PixiJS, HTML5, CSS, PS script)

Feb 2020-May 2020

- Analysed and worked in game mechanism and UI for poker card shuffling
- Fixed bugs in application and optimised UI layout for slot games

Selfhelp AI Chatbot (python, RASA framework, NodeJS, Facebook API, telegram API, Amazon EC2, Docker)

Jun 2019-Jan 2020

- Compiled the project entirely from a R&D to MVP and developed API, external chatbot action
- Developed a single executable windows bash file using python for bot training, validations and running up all its services
- Established the rasa backend integration with Facebook, telegram messengers and custom website UI for frontend

Bonusing based on geo-location (XCode, Swift, Firebase SDK, Mac OS)

Nov 2018-May 2019

- Implemented all validations for user on boarding, geo-fencing and notifications using firebase API and swift programming
- Collaborated firebase Database for storage and iOS core location library for tracking user location
- Developed a user and admin application where admin app can control and decide specialization offers sent to user application

Oblivion ARLO game application (XCode, swift, PHP, Firebase, cocoa pods, leafletjs, Inkscape, postman, xml)

Sep 2017-Apr 2018

- Developed user login, registration, password reset, on-screen validations, backend functionalities and API
- Built casino maps for treasure hunt using leafletjs and hosted it in local IIS and Amazon EC2 instance
- Implemented user authentication using firebase API and game elements for iOS with AR kit

ACADEMIC PROJECT

Secure File Sharing & Access in Cloud by AES and RSA – web application (Eclipse, MY SQL, Java, Microsoft Azure)

Jan 2018-Mar 2018

- Designed real time cloud facility encryption algorithm for secured file sharing in cloud
- Delivered project in **NATIONAL CONFERENCE ON RECENT TRENDS IN INFORMATION TECHNOLOGY AND COMMUNICATION (NCRTIC'18)** associated with Computer Society of India for paper presentation

BALLAMOS Game development – mobile, PC, web application (Unity 3D, Blender 3D, C#)

Aug 2016-Oct 2016

- Drove responsible for design, developing 3D objects in game and score mechanism in game
- Direct apk https://drive.google.com/file/d/1pj8eUn0xQpnMwtic_r30xp8CKL4VqlqE/view?usp=sharing

ENTREPRENEURSHIP

BotBuilders – AI Chatbot – Web – Mobile (<https://botbuilders.in>)

Jan 2019-till date

- Founded and initiated to setup CAAS-Chatbot as a Service to clients for educational & training purposes
- Drafted the chatbots and made available in cloud infrastructure for seamless customer integration
- Performed training sections for different individuals in various technologies