

# VITESH DAV SONI

Nottingham + London, United Kingdom

## EDUCATION

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<b>King's College London, London</b> BSc Computer Science - First Class Honours	<i>2017 - 2020</i>
<b>Newham Collegiate Sixth Form, London</b> A Levels - Mathematics (A*), Further Mathematics (A), Psychology (B)	<i>2015 - 2017</i>
<b>Forest Gate Community School, London</b> GCSEs - 10 GCSEs A*-C including Mathematics (A*) and English (B)	<i>2010 - 2015</i>

## EXPERIENCE

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<b>Microlise Ltd, Nottingham</b> Graduate Software Engineer Responsible for developing and improving fleet telematic systems used in vehicles. Worked with APIs written in C# and web applications using Angular CLI, with a focus on test-driven development. Worked as a team in an agile environment to meet deadlines during sprints.	<i>2020 - Present</i>
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## PROJECTS

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<b>Blue Blob, a game jam entry</b> <i>viteshdavsoni.itch.io/blue-blob</i> A game designed and developed individually in only 3 days as part of a game jam on itch.io. Inspired by Pacman. Designed using Piskel and programmed in Unity.	<i>2021</i>
<b>Telematics Data Inspector</b> Developed an angular web application tool (with a C# API backend) for the internal stakeholders at Microlise Ltd to help decode telematics data and present it in a simple and readable manner. Liaised with product owners and development managers to understand the system requirements. Worked in an agile team to deliver value by implementing features every sprint.	<i>2020 - 2021</i>
<b>PolarSAT, a SAT Solver</b> <i>viteshdavsoni.github.io/projects/polarsat</i> Created a CDCL SAT solver to tackle the Boolean satisfiability problem. Extensively researched key heuristics and algorithms in order to increase the efficiency of my solver. Conducted experiments and used known techniques to tune parameters. Used mathematical formulation to develop and introduce an original technique that proved to be beneficial for my solver.	<i>2019 - 2020</i>
<b>Equ Grid, a mobile game</b> <i>equgrid.com</i> Designed, programmed and published a fun mathematical puzzle game on the Apple App Store and Google Play Store. Individually managed the progression of the project over a 7 month period, and continuously iterated the design, UI and overall program code.	<i>2019 - 2020</i>

## SKILLS

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### Core skills:

Object-orientated programming, Java, C# and .NET, Angular, Typescript, PHP, C++, HTML, CSS, GitHub, Linux command line, Unity game engine, Gradle, SQL, MongoDB, Swagger, knowledge of artificial intelligence techniques, mathematics and problem solving.

### Additional skills:

UI design, 3D modelling in Blender, organisation, teamwork, coordination and time management.