

Summary

An experienced C++ developer with excellent analytical & problem solving skills. A passionate programmer and a software development enthusiast. Keenly interested in creating innovative and challenging software applications.

Education

University of North Carolina at Charlotte, Charlotte, NC

Master of Science, Computer Science

May 2016 Expected

GPA 4.0 / 4.0

Relevant Courses: Intelligent Robotics, Algorithms & Data Structures, Computer Graphics, Artificial Intelligence, Digital Image Processing, Software System Design & Implementation, iOS Mobile Application Development, Database Systems.

Pune University, Pune, India

Bachelor of Engineering

2005-2009

GPA 3.8 / 4.0

Technical Skills

- **Programming Languages:** C++, C++ 11, Java, Matlab, Objective C, VB 6.0, SQL, Lisp, Haskell
 - **Frameworks:** OpenGL, Spring MVC, Component Application Architecture (CAA), CATIA Geometry Modeler (Kernel)
 - **IDE:** Visual Studio 2015, Eclipse, X-code
 - **CAD Tools:** 3DExperience, CATIA V5/V6, DELMIA Process Engineer
 - **PMS/QMS Tools:** DIGITE, JIRA
- Database:** MySQL, Oracle 10g
 - PLM Tools** ENOVIA, Teamcenter
 - Version Control:** SVN,Git

Professional Experience (4.5 Years)

University of North Carolina Charlotte, Charlotte, NC

Jan 2016 - Present

- Graduate Teaching Assistant for Digital Image Processing

Geometric Limited, Pune, India

Mar 2010 - Nov 2014

Worked on multiple software development projects in CAD, PLM & Digital Manufacturing domain for automobile and aerospace industry. Independently designed, developed and delivered with high quality. Effectively managed client communications.

Software Engineer - C++ 3D modeling CAD Applications

Mar 2011 - Nov 2014

Project: 3D CAD Software Development (CATIA V5-V6)

- Designed and developed 3D modeling CAD applications
- Fixed bugs and added new features to existing applications
- Extensively used C++, STL, object oriented design principles, MVC and COM concepts
- Used CAA, CATIA Geometric Modeler (CGM) and geometric modeling concepts
- Migrated Unix Shell script to PERL script used in conversion of CAD product assembly files
- Exposure to complete SDLC i.e. requirement gathering, design, development, unit testing and software release
- Delivered project with high quality and with zero (0%) schedule or efforts variance
- Proactively led code quality initiatives using klocwork for static code analysis and refactoring

Software Engineer - PLM Applications

May 2014 - Nov 2014

Project: PLM Implementation for Aerospace giant on DS 3D-Experience platform

- Evaluated OOTB Weight & Cost Roll-up and Engineering Change Management (ECM) features of 3D-Experience.
- Designed processes and solutions for engineers by configuration, extension and customization
- Worked on weight definition and weight distribution, BI Essential tools

Software Engineer – Digital Manufacturing Applications

Mar 2010 - Mar 2011

Project: Digital Lean Manufacturing application development (Powertrain Assembly & Logistic)

- Worked on development of manufacturing process planning software in DELMIA process engineer (DPE)
- Implemented “Reports and Analysis Module” used in creating work instructions for manufacturing engineers and shop-floor technicians according to the process plan in DELMIA
- Extensive use of VB 6.0, DPE APIs along with SQL and XSL
- Application was deployed at 7 production sites with 400 users
- Worked on Annual Maintenance Service (AMS) project for DPE applications and was responsible for analyzing defects or change requests in production environment, implementing fix and documentation
- Received customer appreciation for defect free releases of production critical bugs

Academic Projects, UNC Charlotte

Project 1 Artificial Potential Field path (APF) planning algorithm (Intelligent Robotics):	Jan 2015- May 2015
<ul style="list-style-type: none">• Implemented APF path planning algorithm in for mobile robot & 2R planar manipulator• Developed in C++• Used OpenGL for rendering robot configurations, created GUI using Window Forms	
Project 2 Modelling & Animation (Computer Graphics):	Aug 2015 – Dec 2015
<ul style="list-style-type: none">• Created a 3D scene with rocks, trees & bugs using procedural methods & also implemented a behavior-based approach for animating crawling bugs• Developed using OpenGL API, GLSL and Java	
Project 3 Lane Detection (Digital Image Processing):	Aug 2015 – Dec 2015
<ul style="list-style-type: none">• Developed Lane detection algorithm in Matlab using Canny Edge detection & Hough transform• Achieved accuracy of 83% on given dataset	
Project 4 Map Coloring CSP (Artificial Intelligence):	Aug 2015 – Dec 2015
<ul style="list-style-type: none">• Implemented Forward checking algorithm with Minimum remaining value heuristic and Hill climbing local search algorithm with Min-conflict heuristic to solve map coloring constraint satisfaction problem with maximum 4 colors• Developed a web application using HTML5, Javascript & D3 visualization library and Topojson	
Project 5 Water Reservoir Management Systems (Software System Design & Implementation):	Jan 2015- May 2015
<ul style="list-style-type: none">• Developed a web application to monitor and manage water reservoirs• Application was developed in JAVA using SpringMVC framework and HighCharts JS library• Application allowed water authorities to visualize historical data and trends in graphical chart format	