# Arjun Deepak Bhadra

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## EDUCATION:

**University of California, Irvine | M.S. Software Engineering | GPA 3.82**                    (December 2016)
Teaching Assistant – Game Development, Project in Software System Design | Graduate Reader - Human Computer Interaction
Related courses: Information Retrieval, Next Generation Search Systems, Ubiquitous Computing, Software Architecture

**Mumbai University, India | B.E. Information Technology | Aggregate 71%**                    (May 2015)
Related courses: Data Structures & Algorithms, Game Programming, Internet Programming, Operating Systems

## EXPERIENCE:

**Adobe Inc. | Software Engineer, Mobile**                    (March 2017 – Present)
- Developing newer versions of multiplatform Media Analytics SDK (iOS/Android/JS/Roku/Chromecast/AppleTV) which is used by customers to track audio and video engagement of their audience.
- Maintaining the Adobe Experience Platform SDKs for Adobe Analytics and Adobe Audience Manager.
- Creating a SDK testing framework consisting of of two components, a TestRunner application and an Automation server.
- Developed the Automation server ground up and it serves test assets and scenarios, captures pings from the TestRunner app using Charles Proxy, validates the pings with the set of defined expectations and displays the results on a dashboard.

**Canon Information & Imaging Solutions Inc. | Software Engineering Intern**                    (June 2016 – Sept 2016)
- Developed a dashboard to visualize, monitor, and control a data pipeline which has a series of operations on data coming from multiple sources.
- Implemented the dashboard using a web app (Server: Python, Flask Client: HTML, CSS, JavaScript, jQuery, AJAX), a Java service to check the log files and update the status of components on the web app and Chrome extension for notifications through GCM (Google Cloud Messaging)
- It helps in supervising the components of the pipeline and make inferences about the correctness of the data coming out of the pipeline. It also provides the history of its execution and failures.

## SKILLS:

**Programming:** Java, Objective-C, C, Python, BrightScript
**Web Technologies:** HTML, CSS, JavaScript, jQuery, AJAX, Node.js
**Database:** MySQL, SQL Server, MongoDB
**Tools & Technologies:** Android development, Android Studio, Xcode, Eclipse, Visual Studio, Adobe Photoshop, Unity 3D

## PROJECTS:

**Web Search Engine** *(Java, MySQL)*                    (March 2016)
- Implemented a search engine using the crawler4j open source library to crawl the university website and stored the crawled pages into a MySQL database
- Created an index for the crawled pages and developed a ranking algorithm which used PageRank and link analysis among several other ranking techniques

**Places - Social Media Application** *(Java, Android)*                    (March 2016)
- Developed an Android application for capturing and sharing moments around places. The app's feed consists of photos and reviews from around the user's location. It also displays information about nearby businesses sourced from the FourSquare API
- Used Krumbs SDK to capture the events which consists of image, user's location, emotion, caption etc. and Eventshop SDK to get these user events

**ABC3D - Augmented Reality Mobile Game**º *(C#, Unity3D, Vuforia SDK)*                    (October 2015)
- Conceptualized and created an educational game that uses Augmented Reality to scan alphabets and displays 3D objects starting with that alphabet. It also includes a car game, where players have to apply their knowledge to identify and collect multiple objects starting with a particular alphabet. The aim is to enhance literacy among kids using an interactive game
- Related research paper has been accepted in the "2016 IEEE International Conference on Pervasive Computing and Communications: Work in Progress" (goo.gl/vhh5mN)

**SnappLock** *(Java, Android)*                    (September 2015)
- Designed and developed an Android app to secure applications installed on a phone. Its USP is that it uses the front camera of the phone to take a picture of the intruder attempting to access the locked app
- SnappLock (goo.gl/TE8YaC) has 5K+ downloads on Google Play Store (goo.gl/45SCte) and is open source (goo.gl/VigTXe)
- Related research paper is published in International Journal of Computer Application (goo.gl/Eyf9a9)