

ADITYA PRABHU

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TOOLS

Illustrator
Photoshop
Android Studio
Eclipse

PROGRAMMING

JavaScript
HTML5 + CSS3
C, C++
Python, Java
AngularJS 1, 2

RESEARCH PUBLICATIONS

Time saving Android Supermarket Automation

International Journal of
Engineering Research and
Technology, May - 2014 ([pdf](#))

Integrity of Cryptocurrency

International Journal of
Innovative Research in
Computer and Communication
Engineering, Jan – 2016 ([pdf](#))

LEADERSHIP ROLES

Head Coordinator

February 2014
Organized Annual fest
KALAAVAIBHAVA'14

Lead Editor

May 2012, 2013
Headed the magazine
committee in 2012 and 2013
for annual college magazine
AURORA-12, 13

EDUCATION

Visvesvaraya Technological University

Sep 2010 - May 2014

Bachelor of Engineering in Computer Science & Engineering – 74% (WES GPA - 3.5/4)

EXPERIENCE

Mobile Application Developer, Hewlett Packard Enterprise

Sept, 2014 - Present — Bangalore, India

Developed native Android and cross – platform mobile applications, websites , and Java automation tools. Worked as a business analyst since August-2016 in addition to a mobile application developer.

Project trainee, Indian Institute of Science

Feb, 2014 – May, 2014 — Bangalore, India

Worked under the guidance of Prof. Bhaktavatsalam and Prof. Gowaranga to develop and improve the SMARKET application and also to understand the importance of application design.

PROJECTS

Smart Shopping Automation for Remote and Onsite Customers (SMARKET)

Developed an android application that uses a smartphone's camera for scanning a barcode using ZXing library and the whole application is built to automate the shopping process. The app uses beacons for navigation and for push notifications. It also uses NFC for mobile payments.

Android Biometrics application

Developed an android app that captures photo, signature, and fingerprints using a fingerprint reader and it uses Neurotechnology SDK for face recognition, fingerprint verification and quality check. It also includes OCR for reading details from a passport.

A Social Networking app for School

Developed a social networking application for school using C++ , data file handling, and graphics library. It has features like updating a status, adding friends, sending messages to friends, changing the theme of the application, creating groups, etc.

Animated representation of a traffic signal

Developed a graphics project using GLUT toolkit and VC++ to demonstrate a traffic signal scene.

Web app for a Kiosk to assist in Visa Application

Developed a web application using AngularJS framework for a self-service Kiosk that accepts Visa applications and captures biometric data of users and passes it on for approval.

PAPER PRESENTATIONS

Presented a paper called “3D printing: Model Optimization and Image Compensation” during the Intra college Technical fest UDYUKTA and also as a part of academic seminar presentation in the month of May 2014.

Presented a paper called “Data Integration of Cryptocurrency” as a part of the academic seminar presentation, in the month of May 2014