

Akshat Patel

CONTACT INFORMATION

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EDUCATION

University of California Irvine, CA
M.S. Software Engineering (3.78 GPA)

Sep 2015 – Dec 2016

Teaching Assistant for:

- Introduction to Programming in Python - ICS 31 (Fall '15 and Winter '16)
- Introduction to Software Engineering - INF 43 (Spring '16)
- Computer Game Development - INF 125 (Fall '16)

U.V. Patel College of Engineering, Gujarat, India
B.Tech. Information Technology (7.15 GPA)

June 2010 – May 2014

CDAC, Gujarat, India
Diploma in Java (A+)

Dec 2011 – May 2012

PROFESSIONAL EXPERIENCE

DJI Research LLC, iOS Developer

Jan 2017 – Current

Developing iOS applications for industry partners and internal technology teams. Producing high level APIs that allow external and internal developers to further decrease their development effort.

Hart Inc., Software Engineer Intern, iOS

Jun 2016 – Sep 2016

Worked with the interns squad on a diet-tracking and doctor-patient messaging app for in-house hospital patients. This app helps automate the diet tracking process, which is done using clipboards and paper forms right now.

Techgrains Technologies, Software Engineer, iOS

May 2014 – Aug 2015

Worked on an application framework which was used internally to improve project structure and code reuse. Used iOS frameworks such as UIKit, QuartzCore, CoreText, CoreData and AVFoundation.

Techgrains Technologies, Software Engineer Intern, iOS

Jan 2014 – Apr 2014

Developed an iOS app called Share Expense, which helps to split shared expenses between people. The app is currently on the iTunes App Store.

TOOLS & TECHNOLOGIES

Languages: Swift, Objective-C, Python, Java, L^AT_EX
Tools: XCode, Cocoapods, Sqlite, Git

PERSONAL & ACADEMIC PROJECTS

Memorlane, Swift

Memorlane is a photos app for geo-fenced events. Memorlane tries to solve the problem of aggregating everyone's event pictures in the same album. Memorlane was developed for the Butterworth Product Development competition at UCI.

Palm Paysa, Swift

Palm Paysa is a POC app which acts as the mobile dashboard for the PalmPaysa payment system - which is a palm based sensor for payments. Developed for the Beall Student Design Competition at UCI.

Blinky Bat, Swift (SpriteKit)

Blinky bat is a game for iOS devices similar to the viral sensation Flappy Bird. However, the twist is that instead of tapping the screen to make the bat fly, you need to blink your eyes in front of the camera! It leverages the blink detection API available from iOS 7 and up. Currently on the iTunes App Store.