

# Akshat Patel

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CONTACT INFORMATION	Phone: (949) 558-9967 Email: akshat.patel16@gmail.com Location: Mountain View, CA	LinkedIn: <a href="https://www.linkedin.com/in/aksh1t">https://www.linkedin.com/in/aksh1t</a> GitHub: <a href="http://github.com/aksh1t">http://github.com/aksh1t</a>
EDUCATION	<b>University of California Irvine, CA</b> <i>M.S. Software Engineering (3.78 GPA)</i> Teaching Assistant for: <ul style="list-style-type: none"><li>• Introduction to Programming in Python - ICS 31 (Fall '15 and Winter '16)</li><li>• Introduction to Software Engineering - INF 43 (Spring '16)</li><li>• Computer Game Development - INF 125 (Fall '16)</li></ul> <b>U.V. Patel College of Engineering, Gujarat, India</b> <i>B.Tech. Information Technology (7.15 GPA)</i>  <b>CDAC, Gujarat, India</b> <i>Diploma in Java (A+)</i>	<b>Sep '15 – Dec '16</b>       <b>June '10 – May '14</b>       <b>Dec '11 – May '12</b>
PROFESSIONAL EXPERIENCE	<b>DJI Research LLC, iOS Developer</b> <i>Palo Alto, CA</i> Developing iOS applications for industry partners and internal technology teams. Working on DJI's mobile SDK producing high level APIs that allow external and internal developers to decrease their development effort and programmatically interact with DJI drones.  <b>Hart Inc, Software Engineer Intern, iOS</b> <i>Anaheim, CA</i> 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.  <b>Techgrains Technologies, Software Engineer, iOS</b> <i>Ahmedabad, India</i> 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.  <b>Techgrains Technologies, Software Engineer Intern, iOS</b> <i>Ahmedabad, India</i> Developed an iOS app called Share Expense, which helps to split shared expenses between people. The app is currently on the iTunes App Store.	<b>Jan '17 – Current</b>          <b>Jun '16 – Sep '16</b>          <b>May '14 – Aug '15</b>          <b>Jan '14 – Apr '14</b>
TOOLS & TECHNOLOGIES	<i>Languages:</i> Swift, Objective-C, Python, Java, $\text{\LaTeX}$ <i>Tools:</i> Xcode, Cocoapods, Sqlite, Git, CI (Jenkins)	
PERSONAL & ACADEMIC PROJECTS	<b>Memorlane, Swift</b> 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.  <b>Blinky Bat, Swift (SpriteKit)</b> 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.	