Anmol S Khandeparkar

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EDUCATION

U.T - AUSTIN
M.S in HCI and UX
Aug 2018 - May 2020

NMIMS
B.Tech in Computer Eng
August 2011 - May 2015
College of Engineering

LINKS

Github:// **anmolkhandeparkar**
LinkedIn:// **anmol.khandeparkar**
Medium:// **@anmolkhandeparkar**

COURSEWORK

GRADUATE
Human Computer Interaction
Usability
Understanding Research

UNDERGRADUATE
Data Structures and Numerical
Techniques
Design and Analysis of Algorithms
Computer Graphics
Java Programming
Programming - C
Multimedia Systems Design
Intelligent Systems

SKILLS

PROGRAMMING
Proficient:
Python •C-Sharp
•HTML • CSS

Familiar:
JavaScript• Ruby on Rails
• R

TOOLS
Proficient:
Unity 3D
•Microsoft Excel - Data Analysis
• Balsamiq • Git

Familiar:
Sketch • Blender

EXPERIENCE

PALINDROMEVR | Founder and Lead Programmer
May 2016 - April 2018 | Mumbai, IN
- Built and shipped Sleepless VR - a first of its kind, First Person Shooter Virtual Reality game for the Google Cardboard and Daydream headsets and took it to 100+ downloads in the first month
- Developed and shipped ParkRunner VR - an Infinite Runner Virtual Reality game for the Google Cardboard and Daydream Headsets
- Created and shipped 'Left and Right' - A Mobile Game for Android

MU SIGMA | Trainee Decision Scientist
August 2015 - April 2016 | Bengaluru, IN
- Performed monthly campaign analyses for an Australian retail giant to improve supplier performance and derived actionable insights to improve supplier performance
- Assisted the client in developing strategies for the 'Welcome Box' giveaways and designed a dashboard in Excel to measure the effect of the welcome box on customer purchasing behavior
- Devised a way for the segregation of products in Brick and Mortar Stores and Online Stores based on a product's repurchase rate
- Supported the client team to seamlessly migrate from Google Analytics to Adobe Analytics by learning Adobe Analytics in a very short timeframe

PROJECTS

PLUCK THE LOCK | Android Game
Created and shipped **Pluck the Lock**, a mobile game for Android using Unity and C-Sharp

ZOMBIE HUNTER VR | Virtual Reality Game
Created a horror-themed Virtual Reality game, **Zombie Hunter VR** for Google Cardboard and the Daydream Headsets using Unity and C-Sharp

LIFE MANAGER | Hybrid Platform Application
Developed a project called **Life Manager** for student travellers, which helped students locate their cars and split costs with their friends on trips, using Angular 1 and Firebase

ACHIEVEMENTS

WINNER - HACKATHON - TEACHING AUTONOMOUS VEHICLES TO BEHAVE - 2018 | UNIVERSITY OF TEXAS AT AUSTIN
Won **1st place** for designing a framework and implementing an interface to teach an autonomous vehicle to behave well, while following societal and ethical norms through the concept of crowdsourced ratings.

PUBLICATIONS

AN INTRODUCTION TO HYBRID PLATFORM MOBILE APPLICATION DEVELOPMENT | IJCA
Wrote - **An Introduction to Hybrid Platform Mobile Application Development** and published it in the International Journal of Computer Applications, 2015.