

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

Over 5000 lines:

Python • Unity(C-Sharp)

• HTML • CSS

Over 1000 lines:

C • C++ • JavaScript

• MySQL • Ruby on Rails

Familiar:

R • Java

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 launching their Welcome Box giveaways by setting up a giveaway structure 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 1.0 and Firebase

PUBLICATIONS

AN INTRODUCTION TO HYBRID PLATFORM MOBILE APPLICATION DEVELOPMENT | IJCA

Worked with Rashmi Gupta and B.Sindhya to write - **An Introduction to Hybrid Platform Mobile Application Development** and published it in the International Journal of Computer Applications, 2015.