

ANUP V DESHPANDE

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EDUCATION

University of North Carolina at Charlotte, Charlotte, NC

May 2020

Master of Science in Computer Science | GPA: 4.0

Savitribai Phule Pune University, Pune, India

May 2017

Bachelor of Engineering in Computer Engineering

TECHNICAL SKILLS

Programming Languages: Swift, Java, C, C++, SQL, VB.Net, JavaScript

Web Technologies: HTML, CSS, Bootstrap, Node.js, Express.js

Databases: Firebase Realtime database, MySQL, MongoDB, NoSQL, MS Access, Realm

Tools & Services: XCode, Android Studio, CocoaPods, Salesforce, Firebase, Eclipse IDE, Adobe XD, Postman

WORK EXPERIENCE

IOS developer intern, Amissa, Charlotte, United States.

Jul 2019- Aug 2019

- Develop an IOS application with independent Watchkit extension for caregivers to locate wandering Alzheimer's patients, monitor their health and send alerts ahead of possible accidents.
- Utilize Healthkit and sensors such as heart rate sensor, gyroscope to detect the patient's vital signs in real-time.
- Use Firebase REST API to authenticate users and store collected data from the watch.
- Deploy the application to test flight and ensure version control on Git repository to support the agile development plan.

Associate Software Engineer, Accenture Solutions Pvt. Ltd, Pune, India.

Feb 2018 - Jul 2018

- Configure Salesforce app to suffice the requirements of a pharmaceutical client.
- Modify the app according to the client's suggestion in the recent sprint to ensure the expected product is delivered in the next release. Utilize salesforce lightning to make the user interface interactive and easy to use.

PROJECTS

Smart Grocery Store App

Oct 2019 – Nov 2019

- IOS application that uses Bluetooth beacons to provide indoor proximity information in a grocery store.
- The app assumes that the grocery store has several aisles on which different products and a Bluetooth beacon is placed.
- It uses Estimote SDK to discover the closest aisle and provide the user a list of discounted products placed on that aisle.
- Braintree payments API is used to process the payments.

BLE Home Automation App

Oct 2019 – Nov 2019

- IOS application that communicates with smart BLE bulb to read and control various characteristics such as power, temperature, and emergency alarm.

Social Ridesharing App

Sep 2019 – Oct 2019

- Android Application that provides ride sharing functionality in chatrooms.
- Users can put up a request for a ride in chatrooms and other users in that chatroom can respond to that request. Integration of google maps and firebase makes it easier for the rider to see the driver's live location.

Match Game

May 2019 - June 2019

- Classic Match game for IOS devices wherein user will have to match all the cards in the given time to win the game.
- Structured the application using MVC design pattern.
- Used transitions for the card animations, audio player for sound effects and timers to set gameplay time.

Urban Fitness, University of North Carolina at Charlotte.

January 2019 – May 2019

- Website for people with busy lifestyles to maintain fitness. Users can follow different workouts, rate them and post their own workouts on the website.
- Used HTML5 and CSS3 for the client-side programming, Node.js to execute server-side logic and Express.js for routing and view-rendering. Used MongoDB for persistent data storage.

Trip planner, University of North Carolina at Charlotte.

Nov 2018 - Dec 2018

- Android application that helps users to plan a trip and view the itineraries of other users.
- User can search for tourist attractions near the selected city using Google Places & Google Geocoding Api.
- Integrated Firebase authentication to manage multiple users and Firebase storage to save the trip data.