# ANIKET.B.SHINDE

## about.me/aniket.shinde

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# **EDUCATION**

June, 2014	BE in Information Technology (58%), Dwarkadas.J.Sanghvi College Of Engineering (Mumbai University)
March, 2010	HSC (86.5%), L.P.Raval College (Maharashtra Board)
March, 2008	SSC (83.69%). St.Xaviers High School ( Maharashtra Board)

## **WORK EXPERIENCE**

July,	2014 –
Nov.	2014

Worked at Parity Cubes as Android Developer.

# **PROJECTS DONE**

May,2014 -	_
Sep,2014	

### Tapy, Android Game Development

- In a team of 3 we made a 3D casual android game using Unity Game Engine. The game was also mentioned in a national newspaper, Hindustan Times (HTCafe Page7) dated 19/09/2014.
- You can check the game at:
   <u>https://play.google.com/store/apps/details?id=com.Fab4.smasher</u> (Or search "Tapy" on playstore)

## Nov,2013 – Jan,2014

#### Peek, Android Development

- · Take a "peek": https://play.google.com/store/apps/details?id=com.peek.tagcloud.ui
- Peek basically summarizes and shows most frequently occurring words from any supported feed URL in a 3D spherical tag cloud. Hence, you get the most trending words right on your home screen.
- · You can control the URL, number of words to show, theme etc.

# May,2013 – July,2013

## Roam, Android Development

• Developed an application which takes the users location and shows the nearby places using Google's Places API. The project was done for learning purpose.

# April,2012 -May,2012

#### Voice Application named LOAS, Android Development

- Loas is a Voice Application which helps Android Smartphone users to perform a variety of tasks through Speech Input. A user can call a number, search Google and a lot of other tasks without even tapping on his cell-phone Screen.
- I with my team displayed the project at D.J.Sanghvi Tech Expo. The primary goal was to introduce people to developing voice related services and encourage developers to develop voice oriented apps using voice API provided by Google.

# **Problem Solving Skills:**

Solved about 35 problems on codechef (http://www.codechef.com/users/aniketc)

## Languages and Technologies:

Java, Android Programming, Unity, C#, JSP, Servlets, HTML, CSS, C, C++

# **ACHEIVEMENTS**

## Oct,2013 Amdocs Codemania 2013, Java

- · Stood 19<sup>th</sup> amongst 1200 participants in Amdocs Codemania 2013 contest. It's a national level inter college contest.
- Link to problem statement and solution: <a href="https://drive.google.com/folderview?id=0B36qN8tT7VOfX0xvUmM3NG9jWTA&usp=sharing">https://drive.google.com/folderview?id=0B36qN8tT7VOfX0xvUmM3NG9jWTA&usp=sharing</a>
- · Link to Result: <a href="http://www.amdocscodemania.com/">http://www.amdocscodemania.com/</a>.

# Sep,2013 CodinGame September Challenge, Java

- · Came 66<sup>th</sup> amongst 1124 participants and 11<sup>th</sup> amongst participants using java in CodinGame September Challenge.
- Link to problem statements and solution:
   <a href="http://www.codingame.com/cg/#!report:1476582a6248c49192a66ab0102d83a7a7958f">http://www.codingame.com/cg/#!report:1476582a6248c49192a66ab0102d83a7a7958f</a>
- · Link to Result: http://www.codingame.com/cg/#!ranking:15.

## **EXTRA-CURRICULAR**

# July,2013 Code For Good Challenge 2013, Android Platform

- · Participated in Code4 Good Challenge organized by JP Morgan Chase.
- · Our team developed an application in android for Give India Foundation in 24 hours.
- The application provided recommendations on which NGO a user should donate based on his friends donations and his current location.

# July,2011 – Sep,2011

## Math Teacher, Mathematics

• Taught math and physics to 11<sup>th</sup> and 12<sup>th</sup> grade students in Children's Academy Coaching Classes.