

UMASHANKAR CHIDIGE

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PROFILE

Looking for an organization with a competitive and challenging environment that creates an ideal condition for delivering high quality services. Aspiring to associate with an organization, which offers a congenial environment for growth.

CORE QUALIFICATIONS

- Project management
- Team management
- Application architecture
- Performance tuning
- Extensive debug skills
- Tool Development

TECHNICAL SKILLS

- Java, Android, Java Servlets, JavaScript, HTML, CSS
- CVS, SVN, Perforce, Git
- Eclipse, Netbeans
- Windows, Mac, linux

PROFESSIONAL EXPERIENCE

Worked with multi national companies in my experience of 8.6 years

Oct 2013 - till date	Technical Architect Tech Mahindra Bangalore, Karnataka
May 2011 - Oct 2013	Technical Lead Purple Talk Hyderabad, Andrapradesh
Nov 2008 - May 2011	Senior Game Developer Electronic Arts Sports Hyderabad, Andrapradesh
Aug 2006 - Nov 2008	Senior Game Developer Gameloft Hyderabad, Andrapradesh

EDUCATION

SSLC	SNS govt school, Yemmiganur, Andrapradesh
10+2	Viswanarayan Junior College, Adoni, Andrapradesh
B.Tech	St.Jhons College of Engineeing & technology,

Yemmiganur, Andrapradesh

AWARDS

- Bravo FY 14-15 Q1 from **Tech Mahindra**
- Pat on back FY 14-15 Q2 from **Tech Mahindra**
- Star rating assessment FY 14-15 from **Tech Mahindra**
- Annual Bronze award from **EMC2 client**
- Bets performer award from **EA Sports**

WORK HISTORY

Project : LifeCare

Lifecare project is targeted to end users who wants to track self health records from Bluetooth health devices , captured health records could be shared to family doctors or the prescribed hospital .

Worked with Bluetooth low energy device vendors to encode device broadcast data which is hex codes formatted information, optionally user can choose devices and map to a particular Bluetooth health device.

Client : EMC2
Roles : Application Architect
Location : Bangalore
Duration : Jan 2015 - March 31

Responsibility :

- Worked on Composite UI architecture, modular architecture for rapid
- UI module integration
- Hexa formatted data parser implementation for various Bluetooth low energy devices
- Project requirement analysis
- Webservices implementation
- ORMLite Integration
- Agile development practices

Project : Comprehensive Primary Health Care Management

Comprehensive primary health care management project is primarily targeted to address Indian rural people health monitoring , project includes health care registers to capture patient health records and lab reports for further case analysis . The system provides notification service to keep track patient health conditions . Project has data sharing between big data service and connected mobile devices

Client : EMC2
Roles : Tech Lead
Location : Bangalore
Duration : Feb 2014 - Jan 2015

Responsibility :

- Worked on Composite UI architecture, modular architecture for rapid
- UI module integration
- Project requirement analysis
- Webservices implementation
- ORMLite Integration
- Agile development practices

Project : *You define*

You define is a selfie sharing application, used inside EMC2 for internal social sharing . application designed to write graffiti on image with multi color and multi sized brushes.

Client : EMC2
Roles : Tech Lead
Location : Bangalore
Duration : Jan 2014 - Feb 2014

Responsibility :

- Project requirement analysis
- Secure image sharing with HTTPS protocol
- Image capturing and processing for selfie sharing
- Graffiti writing on image
- Agile development practices

Project : *SFDC mobile client*

SFDC is a Salesforce mobile client customized for EMC2 employees. project has variety of features which includes charter , social share , organization directory listening , and other Salesforce CRM features.

Client : EMC2
Roles : Tech Lead
Location : Bangalore
Duration : Oct 2013 - Jan 2014

Responsibility :

- Project requirement analysis
- Secure data sharing and secure browsing with HTTPS protocol
- Agile development practices

Project : *JavaScript Rules Engine for Android*

This engine unlocks the power of android device with lightweight set of rules. Rules are written in JavaScript ,and interpreted inside android java runtime environment with help of android shared library available through engine interface .

Client : Purple talk
Roles : Tech Lead
Location : Hyderabad

Duration : Feb 2013 - Oct 2013

Responsibility :

- Product design and architecture
- Resource planning
- JavaScript engine integration

Project : *Analytics Engine*

This is library project; it will be integrated in to android applications for collecting contextual data for later analysis. It does support offline mode, when there is no Internet connection, upon Internet availability it sends collected data to server.

Client : Purpletalk
Roles : Technical Lead
Location : Hyderabad
Duration : Jan 2013 - Sept 2013

Responsibility :

- Project design
- documentation
- Team Management

Project : *Madagascar III join the circus*

Madagascar 3 movie based social game (it comes under city building game), users can build circus and complete objectives to unlock new activities. It includes few mini games which makes game more attractive.

Client : [x] cube labs & D3P
Roles : Technical Lead
Location : Hyderabad
Duration : March 2012 - Oct 2012

Responsibility :

- Project Architect
- Sprite animation tool development
- Agile practices

Project : *Resource Packer*

Game data optimization is fundamental issues in games development , for the same we do utmost data compression . This tool provides functionality to pack all game resources into one single binary file with compressed data , same way it helps in reducing I/O calls which improves games resource loading performance .

Client : EA
Roles : Senior Game developer
Location : Hyderabad
Duration : Jan 2011 - Feb 2011

Responsibility :

Resource packer was an initiative project. I was responsible for complete tool development. Implemented data compression with lzma algorithm , and indexed all the files into single binary file.

Project : *J2me Emulator*

Java2 Microedition midp emulator, which is used for debugging Midlets at source level , this emulator provides access to all running threads and image memory allocation tracking.

Client : gameloft
Roles : Senior Game developer
Location : Hyderabad
Duration : Jan 2008 - May 2008

Responsibility :

Emulator was an initiative project.

while working with gameloft & EA got hands-on experience on games porting, initial days of career started from mobile game porting to game module development . Also worked on game sprite editor development which was used for animating game sprites .

PERSONAL INFORMATION

Present Address : Flat No: 257
Brindavan Extension, 3rd Main
Arekere Mico layout,
Bangalore, Karnataka , 560076
Gender : Male
Marital Status : Married
Nationality : Indian
Passport No : L2238977
US VISA : H1B