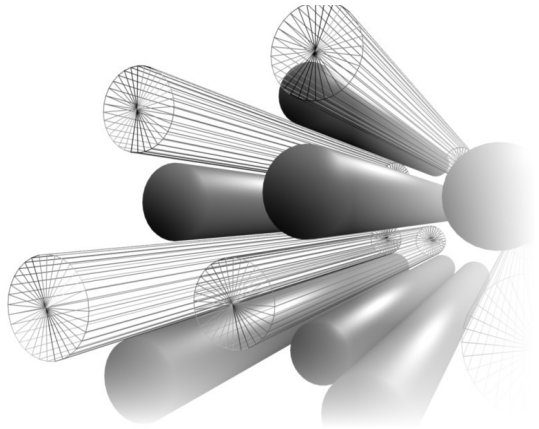


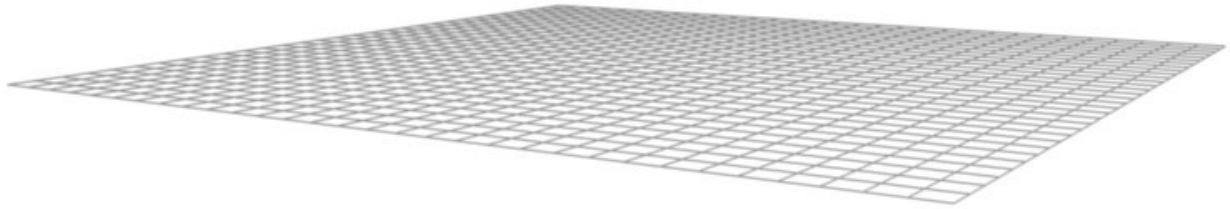
CHINU SUBUDHI

Email: chinu.subudhi@accenture.com

Cellphone: +919901882194

ACADEMIC PROFILE

Examination	School/College	Board/ University	Year of Passing	Division	Percentage /CGPA
MScIT (Distance – Currently pursuing)	Sikkim Manipal University	Sikkim Manipal University	NA	NA	NA
B.Tech	Veer Surendra Sai University of Technology, Burla	V.S.S.U.T, Orissa	2009	1st	7.84(CGPA)
+2(Intermediate)	BJB Jr. College, Bhubaneswar	C.H.S.E., Orissa	2004	1st	85.50%
10th	K.V. No.2 (CRPF), Bhubaneswar	C.B.S.E.	2002	1st	91.20%



TECHNICAL SKILLS

- **Programming languages:** C, Objective C.
- **Frameworks/SDKs/IDEs:** iPhone SDK, XCode, Cocoa framework, Maya, Blender, BGE, XNA Game Studio Express, Visual C#.
- **Operating Systems:** iOS, Apple OS X, Windows 8.
- **Algorithms:** SPH (Smoothed Particle Hydrodynamics), CSDCM (Cost Sensitive Delay Constrained Multicast) Routing Algorithm.

1. TCS BaNCS iPhone/iPad retail banking apps

These apps are part of the "TCS BaNCS" ecosystem. The TCS BaNCS iPhone/iPad retail banking apps are actually a front end to a middle-ware designed for exposing web services. Xcode, iPhone SDK and Objective C were used for the same. These apps enable the end user to be able to perform a wide variety of activities like viewing the summary of all his/her accounts, making a payment, viewing and managing his/her financial portfolio etc. This application has been successfully deployed for one of TCS' clients - Credit Union Australia (CUA).

Role and Responsibilities

Module Lead – My responsibilities included

- Requirements analysis
- Architectural design
- Environmental setup
- UX design
- Development and testing

Duration

4 Years

2. TCS BaNCS Digital (iPad merchandising apps for SIBOS 2014)

These apps act as merchandising apps (Auto Loan app and Home Loan app) for the TCS BaNCS Digital platform which run on the Apple iPad platform. The idea behind these apps is that a bank customer would not be directly interested in buying a bank product or in buying another financial instrument. The customer would be more interested in buying a car or a home rather than a car loan or a home loan. The bank in turn would gain heavily in terms of cross sell and off sell of its own products. The auto loan app would present a catalog of cars from which the user would select, customize and buy a car from any one of the dealers who has partnered with the bank for this offering. The home loan app would provide a list of available properties in a given or nearby area from where the user can then go ahead to make the purchase initiation. The auto loan app was proudly demonstrated by TCS at SIBOS 2014.

Role and Responsibilities

Project Lead – My responsibilities included

- Requirements analysis
- Architectural design
- Environmental setup
- UX design
- Development and testing
- Demonstrating to potential clients

Duration

1 Year

3. Independent iPhone app (Java MCQ)

This iPhone app was designed to provide useful questions and answers for Java developers. The app has all its questions and answers stored in xml files (inside the app bundle itself). These xml files are parsed and the interpreted results are painted on the screen following certain transformation rules. The app displays a beautiful UI together with very useful content. It was successfully published on the iTunes store.

Role and Responsibilities

Project Lead – My responsibilities included

- Requirements analysis
- Architectural design
- Environmental setup
- UX design
- Development and testing
- Deployment

Duration

3 Months

4. Cost Sensitive Delay Constrained Multicast routing algorithm

Worked on an IEEE research project based on a network multicasting algorithm called the CSDCM (Cost Sensitive Delay Constrained Multicast routing algorithm). The purpose of this algorithm was to optimize the delay and the cost of a multicast routing sequence by using a modified version of the A* algorithm. We received good results but the results were not better than those obtained from the 'Simulated Annealing' method. Efforts are still on to improvise the algorithm.

This was my final semester project for my B.Tech degree. I worked as a student under the guidance of Mr. M.R. Kabat, VSS University of Technology, Burla.

Duration

6 Months

5. 3D Holography – Research and Development Project

I started this project while at TCS with the purpose of achieving a 3D GUI and displaying it using 3D holographic projection. We explored several different ways to achieve a 3D holographic projection. The best results were achieved through the use of a semi transparent pyramid. Each surface of the pyramid would receive an image of a single orthogonal view of the object (i.e., front, back, left and right). Thus, the object would appear to be present in the middle of the whole pyramid.

Role and Responsibilities

Project Lead – My responsibilities included

- Requirements analysis
- Research and exploration
- Hardware and software setup
- Development and testing

Duration

6 Months

6. Smoothed Particle Hydrodynamics (SPH) – Research and Development Project

The goal of this project was to simulate fluids in realtime computer graphics and explore better ways to achieve faster and more photo-realistic results while maintaining acceptable frame rates. Focus was to explore an efficient and promising algorithm called Smoothed Particle Hydrodynamics (or SPH for short) to simulate a water like fluid flow. SPH divides the fluid into constituent 'particles' in which attributes of a particle are affected by those of other neighboring particles within a certain distance (called the 'smoothing length') and following a certain function (called a 'kernel function'). The main beneficiaries of this exercise would be game developers who struggle to get a good fluid simulation which is visually appealing as well as computationally cheap. Here, I aimed at simulating the following scenarios:

- Liquid water flowing through a uniform cross sectional pipe and falling into a pool of water.
- Liquid water flowing around a non-uniform solid obstacle.
- Sea water dynamics.
- Rain dynamics.

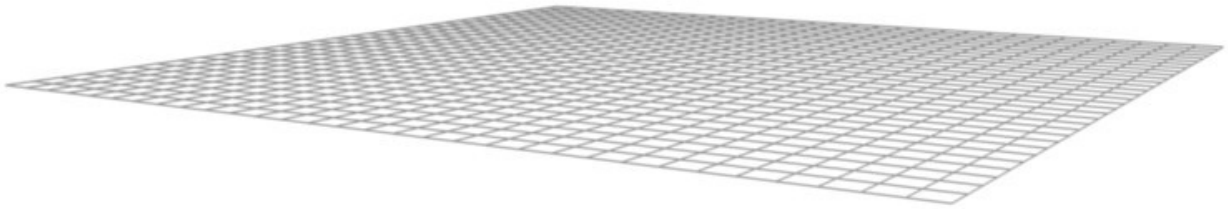
This is my final semester project for my MScIT degree. I worked as a student under the guidance of Mr. Shalin Garg, Tata Consultancy Services, Bangalore.

Duration

6 Months

ACHIEVEMENTS

- Was named "Star of the Month" at Tata Consultancy Services Ltd.
- Received certificate of appreciation at Tata Consultancy Services Ltd for successfully implementing the Santander iPhone Pilot Application under tight deadlines.
- Successfully publicized the annual national technical festival of VSSUT (formerly UCE, Burla) known as Samavesh '08.
- Secured the first position in the class 10th examination at the school level.
- Designed and developed an entire 3d game.
- Won the first prize in pencil sketching in 2005 at the college level.
- Won the first prize for the best poster design in the official Dramatics Festival of VSSUT



EXPERIENCE

- Working experience of 5 years at Tata Consultancy Services Ltd as of 20th January, 2015.
- Independent 3d game developer experience since 2005.

HOBBIES AND INTERESTS

- 3-D game design
- Playing computer games
- Pencil sketching and water color painting
- Reading hot articles on Physics
- Writing stories

EXTRACURRICULAR ACTIVITIES

- Architect of many manual and autonomous robots for national level competitions.
- Active participator in sketching and other design related competitions.

DECLARATION

I hereby declare that all the particulars made above are true to the best of my knowledge and belief.

DATE-29-Jan-2015

PLACE-Bangalore **Chinu Subudhi**