Arpith Thomas Varghese

PROFESSIONAL
EXPERIENCE

Zynga Game Studios India Pvt. Ltd., Bangalore

Software Engineer **September 2014 − May 2016**

Game Developer for mobile game 'Speed Guess Something' which is a sequel of the popular pictionary game 'Draw Something'
- Designed and developed in-game achievements
- Added Social Features, including friends and chat

Game Developer for Casual Arcade Shooter Game 'Bubble Safari'
- Worked on the bold beat game-mechanic 'Connected World', aimed at integrating the web and mobile games

ORACLE India Pvt. Ltd., Bangalore

Member of Technical Staff **August 2013 − August 2014**

QA Engineer in Identity Management Team
- Planned and developed software test plans to detect and diagnose bugs for the products Oracle Access Mananger and Oracle Single-Sign On
- Performed regression, integration, platform and performance testing to certify the stability and usability of the software
- Worked on automated test cases using Java, Selenium, TestNG and FIAT

EDUCATION

Stony Brook University, Stony Brook, New York

MS Computer Science **August 2016 − Present**

- Relevant Courses: Artificial Intelligence, Operating Systems, Machine Learning

National Institute of Technology Calicut, Kozhikode, Kerala

B.Tech Computer Science Engineering (CGPA 7.88) **July 2009 − June 2013**

- Relevant Courses: Computational Intelligence, Multi-Agent Systems, Computer Architecture, Data Structure & Algorithm, Computer Graphics & Multimedia

SKILLS

Languages:	Proficient: C, C++, Java, Objective C, Ruby on Rails, PHP, SQL Basic: Python, Linux Shell Scripting
Tools:	Subversion, Git, Xcode, Android Studio
Trainings:	Completed Oracle University Trainings on Java, J2EE, PL/SQL and Advanced Development Framework

ACADEMIC
PROJECTS

Optical Character Recognition :

- Developed a OCR for Malayalam script using Artificial Neural Networks in C++ using OpenCV
- Achieved a recognition rate of 80 % and precision and recall values of 0.87 and 0.86 respectively

Huffman Encoder Decoder:

- Designed and implemented a software for compressing data using huffman coding in C language
- Achieved a compression ratio comparable to advanced compression formats like bz2, zip, rar

Social Networking Site:

- Designed and implemented a website called fraternity for social networking using PHP and SQL
- It involved features to log-in, add friends, send private messages, change profile, upload images and documents and chat with online users

SIL-SIM Compiler :

Developed a compiler for converting program written in high level source language SIL to low level target language SIM using flex and bison

INTERESTS

Computer Vision, Machine Learning, Human Computer Interaction, Game Development

AWARDS &
EXTRA
CURRICULAR

∗ Emerging Star Award in Zynga - March 2015

∗ Completed Grade 1 in Guitar from Trinity College London with Distinction