## **Arpith Thomas Varghese**

CONTACT INFORMATION

EXPERIENCE

19/271, Pediyil Olives

Thittamel

Chengannur, Kerala, India

Professional

Zynga Game Studios India Pvt. Ltd., Bangalore

Software Engineer

September 2014 - May 2016

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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

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
- $\bullet$  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