

Ashwin Pilgaonkar

STUDENT · ANDROID DEVELOPER · MUSICIAN

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Education

NIIT University

B.TECH. IN COMPUTER SCIENCE AND ENGINEERING

- CGPA: 6.78 (as of Semester 6)

Neemrana, Rajasthan

July 2014 - Present

Skills

Programming Languages

Python, Java, C, C++, SQL/SQLite, Markdown, HTML5, CSS3, LaTeX

Frameworks/Libraries

Android SDK, Jekyll, Picasso, Butterknife, Volley, PyQt, PyAutoGUI, PySerial

Tools

GNU/Linux, Git and GitHub, Adobe Photoshop, Audacity, GarageBand

Others

Material Design, REST APIs, JSON, ANT, Make, Arduino, Agile

Languages

English, Konkani, Hindi, Marathi

Projects

Popular Movies

A MOVIE BROWSER APPLICATION FOR ANDROID

- Built an application to parse JSON data of movies using TMDb REST API and display them in a grid
- Implemented a details page for each movie that shows reviews, movie details and trailers
- Added SQLite implementation to enable adding movies to favorites list along with support for Tablets
- Published to Google Play Store as Popular Movies

Android Nanodegree Project

July 2016 - September 2017

XYZ Reader

A MATERIAL DESIGN BASED MOCK RSS FEED READER

- Completely redesigned an existing app according to Material Design guidelines along with optimization for larger screens

Android Nanodegree Project

August 2017 - September 2017

BusinessStats

ANDROID APP TO VIEW STATS OF A MOCK TRAVEL AGENCY

- Built an application that reads data from an SQLite db and displays it in the form of a table/graph

Software Engineering Project

October 2016 - November 2016

AudioControl

ANDROID APP TO REROUTE ANDROID'S AUDIO STREAMS

- Made use of the AudioManager class to enable force routing of all audio to the earpiece

Personal Project

May 2016 - June 2016

Flick

A GESTURE DETECTING, WEARABLE ELECTRONIC BAND

- Built a Python application to process data sent by the band and record/save custom gestures
- Simulates Keyboard/Mouse inputs and incorporates a custom Virtual Assistant

R&D Project

January 2017 - April 2017

Courses

Developing Android Apps

UDACITY AND GOOGLE

- Learnt the concepts required to build a fully functional Android app that can handle HTTP Requests, Intents, etc.

Project: Popular Movies

March 2016 - June 2016

Material Design for Android Developers

UDACITY AND GOOGLE

- Learnt how to effectively use imagery, fonts, colour and animations that adhere to Material Design guidelines

Project: XYZ Reader

June 2017 - July 2017

UX Design for Mobile Developers

UDACITY AND GOOGLE

- Learnt the basics of UX Design for mobile applications

Project: None

June 2017 - July 2017

Computational Photography

UDACITY AND GEORGIA TECH

- Learning about the basics of Digital Image Processing, Computer Vision and how to implement them in OpenCV
- The course also covers concepts of Photography and Optics

Project: TBD

August 2017 - Present

Interests

Technical

Machine Learning, Computer Vision, Android app Development

Hobbies

PC Gaming, Table Tennis, Playing the Piano and Guitar