☐ Aditya Vikram Bhatnagar

Education

University of California, San Diego

B.S. Mathematics - Computer Science

Relevant Coursework

- Data-structures and Object-Oriented programming (CSE 12)
- Software Tools & Techniques (CSE 15L)
- Mathematics for Algorithms and Systems (CSE 21)
- Discrete Mathematics (CSE 20)
- Introduction to Computer Science (Java) (CSE 8A and 8B)
- Calculus 1, 2, 3 (Math 20 A, B, C)
- Differential Equations (Math 20D)

Experience

UC San Diego Bookstore

Web Developer

Improve the existing system with better technology

Technologies used

HTML, CSS, JavaScript, ASP.NET, Photoshop, Sketch

Systems USA (Summer 2016)

Mobile Development Intern

Got trained for Xamarin mobile development for developing Android, iOS, and Windows Phone apps.

Technologies

Xamarin, C#, XAML, REST, MySQL, Microsoft Azure

Skills

Programming Languages

C#, Java, C, C++

Mobile/Web

Xamarin, HTML, CSS, JavaScript, XAML, REST

Software & Tools

Git, UNIX

Enterprise

Stripe, OAuth2, Web Torrents, OpenWebkitSharp

Projects

Synapse P2P - SD Hacks 2016

Developed a web app which allows a user to share websites through a P2P network using the Web Torrents framework.

Technologies used

HTML, CSS, Javascript, Web Torrents API

Voyage Browser

Developed a HTML5, CSS3 supportive browser using the OpenWebkitSharp framework and .NET

Technologies used

C#, OpenWebkitSharp, REST Web Services

The Football Chronicle

Co-Founder and Technology lead

Created an online football magazine using wordpress and lead a team of 20 people to run the website.

Technologies used

HTML, CSS, JavaScript, Wordpress

Angry Saibamen (Game)

Developed a flappy-bird and Dragon-ball Z inspired game for windows using C++ and GameMaker Studios

Technologies used

C++, GameMaker Studio

Note5 - HTML Editor

Developed an HTML editor with .NET with a built-in preview functionality.

Technologies used

C++, GameMaker Studio

PhishBuster

Developed a tool which detected if a URL was a phish or not using .NET and PhishTank API

Technologies used

C#, PhishTank API