

Deep Pandya
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OBJECTIVE

Seeking a challenging and demanding internship position in Computer Science.

EDUCATION

Master of Applied Computer Science

Expected December 2015

Concordia University, Montreal, QC

Bachelor of Computer Engineering (2012)

7.44 CGPA

Gujarat Technological University, Ahmadabad

TECHNICAL SKILLS

Environment: DOS, Win 98/2000/2003/XP/Vista/7/Windows 8, Max OS X (Lion).

Programming: C, C++, C#, GoLang, Python, ASP.NET, OpenGL, XAML, JAVA, JavaScript, JSON, UML, XML, HTML5, XHTML, CSS, JQuery, Ajax.

Mobile Development: Android, IOS 8 (Currently working), Cross platform application

Databases: MySQL, Oracle (9i/10g/11g), MS Access, SQL Server, Mongo DB.

Game Engines: Unreal game engine (Intermediate), Unity3D (Started 2 months before)

Other Tools: Crystal Reports, Microsoft Reporting Services, Adobe Photoshop, Microsoft Visual SourceSafe, TOAD, OPC Systems.

CAREER RELATED EXPERIENCE

COMPANY: Energie-Stat Inc. (May 2014-Present) [Software Consultant]

PROJECT: gTrend (Cross platform application)

- A Full Stack Developer for the system.
- I am responsible for creating and managing web services as well as SQL database server.
- Developer of user interactive portal for the industrial analytic tool in which I have to deal with real time data from the industrial equipments and generate reports and real time equations according to the data.

COMPANY: Radiqal LLC (October 2012-November 2013) [Software Developer]

PROJECT: Casino management and accounting system

- Developed and supported flagship casino management application for facilitating the collection and reporting of Casino financial data for leading Cruise Liner Corporation working with Oracle Financials, TM1 and SLOTMASTER III.
- Developed touch based cross platform 3 tier applications for I-Pad and Android tablets. Developed and integrated a Graphical view of the ship's casino floor into CMAS. This allowed the user to view real time data of player's location and their current win/loss on various machines and tables.

TECHNOLOGIES: ASP.NET, C#, JSON, AJAX, JavaScript, HTML5, CSS3

PROJECT: Footprints Mobile Security

- Developed a utility application for the Play Store (Android Market) that allowed smart phone owners to access their device in case of loss or theft by logging onto the application's website.

COMPANY: L &T Knowledge City (May 2011-May 2012) [Trainee Software Engineer]

ACADEMIC PROJECTS**Distributed Player Status System**

- 3 different variations of implementations and design using RMI, CORBA and Web Services. Multi-threaded system

Technologies: Java, Eclipse IDE

SlideDB

- Database CRUD operations using python and Haskell.

Software Failure Tolerant CORBA Distributed Player Status System

Technologies: Distributed System Design, CORBA Architecture, UDP/IP, TCP/IP, Data Communication, Multicasting and Broadcasting in UDP, Multi-threading, JAVA, Eclipse

Shooting Game

- Right now I am taking class named advanced computer graphics so as a part of final project I am going to develop a simple shooting game using OpenGL 4.0 with shader programming.

Technologies: C++, OpenGL 4.0 Using Visual Studio 2013

EXTRA-CURRICULAR ACTIVITIES

- A certification of **MCTS 70562** in .Net technology with **96.5%** (2011)
- I secured 2nd place in a National level competition of robotics.
- I secured 2nd place in mathematics subject in State board Examinations.
- A course in MongoDB with python from MongoDB University (currently working on one project using MongoDB).
- I was the captain of my school cricket team for 3 Years and we won two state level championships.

SUBJECTS COMPLETED

Algorithm design techniques, Advanced Database applications, Distributed system design, Comparative studies, advanced networks and protocol (Current), advanced computer graphics (Current)

INTERESTS

Cricket, Computer games, reading computer journals and magazines.

References Available Upon Request