2550, Akers Mill Road,   **DHARMESH DESAI**   Phone: 504 275 6226
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SUMMARY

- 6 years of software development experience using Java, Angular, C++ languages along with Agile development methodology.
- Worked on micro service architecture to handle multiple tasks like delivery, configuration etc.
- Responsible for participating in development and planning of user stories using spring framework, Angular 4, typescript and NodeJS.
- Worked on Pivotal Cloud Foundry to deploy production application/services.
- Used Oracle, MySql to store all configuration data and actual delivery data.
- Created micro-services using Java to interact with Oracle and Mysql along with Test driven development.
- Closely worked on CICD (Continuous Integration Continuous Deployment).
- Extensive knowledge of object oriented programming (Analysis, design and development).
- Experience with C++ and Java coding principles, design pattern (MVC framework) data structure & algorithm.
- Extensively worked on every stage of SDLC right from collecting requirements, providing guidelines for design, creating application architecture, implementation releasing to Android Market.
- Experience in designing and implementing Web Services using XML, JSON, SOAP, and REST.
- Proficient with common Android framework APIs (Location, Camera, Notifications, Map, Animations)
- Focused on background processing with Async Tasks, Services, Intent Services, IPC and Multi-threading
- Experienced in developing applications using Java, J2EE, JSP, Java Script, JQuery.
- Having hands-on experience in Mobile Application Development and Web application development
- Expertise in data structure, multithreading, collections, exception handling, socket programming.
- Extensively worked on memory leaks, push notifications, content providers, multiple screen support, data offline usage, accounts and sync on Android.
- Knowledge in Integrating native code of C/C++ through JNI interface in NDK.
- In depth experience to use Google cloud messaging, Google services, Location services, and Google Maps.
- Experience in Cross-Cutting techniques like Security, Operations Management and in app Communications
- Extensive experience in working with version Control tools like Github, SVN
- Valuable experience in Open GL-ES, Text on OpenGL and Android multi-touch.
- Experience working with testing frameworks such as Junit, Mokito.

RELEVANT SKILLS

Programming Languages	Java/J2EE, Angular 4, Typescript, C++, OpenGL, C#, Python, LISP, Prolog, UNIX shell script
Mobile Platform	Android, iOS, J2ME
Web Technology	XML, JSON, JSP, Servlet, HTML, CSS, Ajax, JavaScript, JQuery
Web Services	HTTP, REST, SOAP, Google API, DOM parser, SAX parser
Database Technologies	SQL, Oracle, SQ Lite, Java DB/Apache Derby
Versioning	GitHub, GitLab, SVN
Debug & Tracking Tools	Android DDMS, Logcat, Hierarchy viewer, Traceview, Device monitor, Lint
Build Tools	Maven, Gradle
Certification	Cisco Certified Network Associate (CCNA) Cisco ID: CSCO11805151
Game Engine & Other Software	Unity 3D, cocos2d-x, Game Maker, Greenfoot, Tile Studio, 3Ds Max

EXPERIENCE

The Home Depot   Atlanta, GA
Full stack developer   October 2017 - Present
• Responsible for participating in development and planning of user stories.
• Responsible for the success of the product in terms of technical execution.
• Interact with end users to understand the impacts of the products they create.
• Pair with team members of varying backgrounds to create higher quality code and products.

Narrative Intelligence Lab, UNO   New Orleans, LA, USA
Research Assistant   January 2016-May 2017
• Developed a virtual reality (VR) tool for HTC Viva device using unity game engine, which simulates and allows
  police department to examine dangerous situation by providing a better training.
• Used "Drama Manager" which internally uses "Narrative planner" to generate complete plot graph and simulate
  suspect movements and actions while evaluating police officer user input**.**
• Measured the presence in virtual environment using subjective, behavourial and physiological measurement
  to prove that human feels more presence in Virtual reality environment.
• Supported our hypothesis using binomial test and Wilcoxon sum-rank test.
• Used Diverging stacked bar chart to clearly visualize the result.
• Used SVN to work in a team of 4 students and a professor.
• Worked closely with another mobile app developer, leading other platform development in Agile methodology.
• Developed user-friendly User-Interfaces (UI) for windows using unity
• Tested the completed project on multiple platforms to verify the quality and performance of product.

RedMorph Inc.   Cranberry Township, PA, USA
Android Developer   October 2015-December 2015
• Created a browser to block certain websites to secure personal information from trackers & viruses.
• Developed the activities and UI layers using ADT and customized as per the client request
• Designed Custom Dialog, Custom Action bar, Custom Progress bar using fragment activity
• Identified the root cause of an application issues while working on Android devices
• Provided a facility to make your physical location non-trackable by inspecting network connection.
• Used scrum and agile development methodology.
• Made Restful service call as per the requirement.

Hungama.com   Bangalore (KA), India
Software Developer   April 2013-November 2014
• Developed games such as Cricket, Trojan Rock, Get Away etc. using proprietary game engine in java and
  participated in software development lifecycle (i.e. requirement gathering, designing and implementation.)
• Created/optimized memory efficient code using advanced programming knowledge to save memory.
• Interacted with the client and perform testing on targeted device.
• Tested completed game on emulator and on multiple set top box to verify the quality of the game.

Gameloft Software   Hyderabad (AP), India
Game Programmer   February 2012-January 2013
• Created builds for J2ME & Android devices using Gameloft proprietary game engine designed in C++.
• Facilitated customization of Glive feature to get Gameloft related offers and videos from the web server.
• Perform testing on emulator as well as multiple android devices to verify the quality of final build.
• Implemented JSON and RESTful API Web Service calls for data validation, data parsing & server interactions.
• Designing, Enhancements, Bug-fixing, and Maintenance of the Application.

PROJECTs ON ANDROID MARKET

EyeRoller: Designed and developed a game based puzzle using the cocos2dx game engine
RedMorph Privacy App: Work as a part of a team to design and build advanced security application

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EDUCATION

University of New Orleans (UNO)   New Orleans, LA
Master of Science in Computer Science; GPA 3.875/4.0   May-2017
- Concentration: Artificial Intelligence   o   Master's Thesis: Police Use of Force

Pune University (PU)   Pune, India
- Bachelor of Engineering in Electronics & Telecommunication; GPA 3.5/4.0   July-2011

Center for Development of Advanced Computing (C-DAC)   Pune, India
- Post-Graduate Diploma in Wireless and Mobile Communication. (WiMC); GPA 3.5/4.0   January-2012