Dhiraj Bodicherla

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EDUCATION

PURDUE UNIVERSITY, West Lafayette, IN
Master of Science in Computer Graphics Technology, CGPA: 3.6/4 — May 2015 (Expected)
Relevant Coursework: Game and Simulation Development, Computer Graphics Programming.

Vellore Institute of Technology University, Vellore, India
Bachelor of Technology, Information Technology, CGPA: 8.68/10.0 — May 2011

COMPUTER SKILLS

Languages -> C++, C#
Databases/Platforms -> MySQL, MongoDB / Mac, Windows, Linux
Web Technologies -> HTML5, JavaScript, jQuery, PHP, CSS3, Backbone.js, Node.js, Adobe Flex
Development/IDE -> GIT, SVN, Sublime, Vim, TextMate, V. Studio, MonoDevelop
Others -> OpenGL, Unity3D, Maya, AWS, Sencha Touch 2

WORK EXPERIENCE

Grooveshark, Gainesville, FL — *Jun 2014 – Jul 2014*
Front-end developer
- Redesigned & developed the front end for Grooveshark's crowdsourcing translate tool.

Purdue Libraries IT, West Lafayette, IN — *Aug 2013 – Present*
Web Developer
- Designed & developed a laravel based web application to manage hardware across all library departments.
- Developed drupal modules to implement a custom caching system and enhance user experience.

KNOLSKAPE Solutions, Bangalore, India — *Jun 2011 – Jun 2013*
Software Development Engineer in Products & Services
- Architected & developed a tool for senior managers to track employee's progress in org level change initiatives.
- Designed and built a restricted Social Network based on clients requirements. Developed using PHP and Node.js. Hosted the application on AWS to support thousands of concurrent users.
- Developed a portal for peer ranking evaluation product, enabling administrators to create multiple games simultaneously. Used entire AWS stack to host the application along with node.js server
- Developed a generic real-time communication and logging framework over node.js for easy integration into KNOLSKAPE's flex based products. Developed using MongoDB, Node.js, Socket.IO.
- Designed & developed a cross platform mobile application (iOS/Android) to educate travellers about the place they visit.

KNOLSKAPE Solutions, Bangalore, India *[Intern]* — *December 2010 – May 2011*
Software Development Engineering Intern in Services
- Automated the process of retrieving and downloading large amounts of trending and insights data from Google Trends and Google insights using JavaScript
- Developed an application enabling employers to collect large volumes of data via the oDesk API in JavaScript.
- Developed a Coupon issuing application on Facebook using their JavaScript and PHP APIs.

NATIONAL REMOTE SENSING CENTER (NRSC), Hyderabad, India *[Intern]* — *May 2009 – June 2009*
Technical Intern
- Was a part of the team that designed and implemented an online recruitment application for NRSC.

PROJECTS

ChristmasNightmare, Purdue University (Ongoing) — Spring 2014
- The game is about Jack Frost being jealous and attacking Santa's kingdom to steal gifts. Unity 3D, Maya and Adobe Illustrator are used to build the game.

Dr Droid, Purdue University (Ongoing) — Spring 2014
- Dr Droid is an OpenGL based game. The game is about a lone survivor protecting himself from alien invasion after a nuclear holocaust.

Meltdown, Purdue University — Fall 2013
- Meltdown is a clone of the famous game Plants vs Zombies. It was developed using Unity 3D, Maya, Adobe Illustrator.

MemWorld, Purdue University — Fall 2013
- Developed a social 4D visualization game of Purdue Campus using Unity 3D and Maya. Created 3D models of the campus using archives from 1869. The player can see the environment changing over a timeline of events.

Nodestrap, Personal
- Nodestrap is a jQuery, Node.js, Socket.IO based plug-in which simulates a behavior of sockets as served by a