Divya Swaminathan

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Talented, analytical, and dedicated IT professional with diverse technical background

Key Attributes

· Outstanding experience include 3 years as Unity 3d developer and iOS Application developer.
· Proficient in numerous programs, applications, and Operating systems.
· Adept at analyzing and resolving malfunctions, utilizing outstanding communication and technical skills to ensure optimal computer performance and minimization of down time.
· Proven ability to design and deliver complex applications while delivering high-performance systems.
· Demonstrated leadership and team building skills with the ability to thrive under pressure and produce exceptional results.
· Possess excellent organizational and time management skills to meet deadlines and work on multiple projects.
· Result oriented and willing to learn and apply emerging technologies quickly.
· Performing the impact analysis of change requests and new feature developments

Education

COMPUTER INFORMATION SYSTEMS | 2018-2020 | HOLLAND COLLEGE, PEI

BACHELOR OF ENGINEERING-(COMPUTER SCIENCE) | 2010-2014 | MEENAKSHI COLLEGE OF ENGINERRING, INDIA
* Exceptional academic record, Achieved 7.6 GPA.

Technical Qualification

· Programming Languages: Unity C#, C++, C, Java, Objective C, HTML/CSS, JavaScript, PHP, Spring Framework.
· Software Applications: Web storm, PhpMyAdmin, NetBeans, Unity 4.3, XCode 7.2, Microsoft Suite (Word, Excel, PowerPoint, Access), Adobe Photoshop.
· Database Management: Database SQL command, SQLITE.
· Operating Systems: Windows XP Professional, Mac OS X, UNIX.

Experience

JAVA TUTOR, HOLLAND COLLEGE | 10/2019 – PRESENT

DISH WASHER, CLADDAGH OYSTER HOUSE – SYNDEY STREET | **5/2019 – PRESENT**

PROGRAMMER | VIRTUAL MAZE SOFTSYS PVT LTD, INDIA| 08/2014-10/2017
Application Name: GPS Driving Route.

Technologies used: X-CODE, OBJECTIVE C.

Responsibilities:

- Implemented User Interface for Trip Tracking View which is used to record the route.
- Implemented SQLite for saving Locations, Speed, Distance, Duration.
- Implemented User Interface for Tracking Friends.
- Implemented tracking feature using facebooksdk.
- Test the application on various handsets such as iphone 4S, iphone 5, iphone 6, iphone 6plus and ipad.
- Implemented User Interface for accessing maps in offline

Application Name: Game for Toddlers.

Technologies used: Unity, C#

Responsibilities:

- Created User Interface for menu page and game scene page, score screen has pie chart, bar chart to analyse the results.
- Created math trainer for addition.
- Created level-based games to teach simple mathematics.
- Implemented Text-to-speech in android and iOS.
- Implemented Ad integration using Google Mobile Ads.
- Test the application on various handsets such as Spice Mi-498, Samsung Galaxys3 and Micromax A60, iPhone4s, iPhone6, i-Pad.
- Consulted, designed, programmed and implemented templates, tools and processes to allow rapid development of game.
- Developed User Interface for all modules based on designer specifications.
- Also working on Ads and Analytics implementation.
- Prepared and developed code to work on both low and high-end machines.

Volunteer:

Volunteered in **Bhumi NGO** Under Computer team to teach students to learn about computer terms and basic coding from class 8 to 12th grade.

References:

- Cathy Shellington, Claddagh Oyster House, ☎9023161163
- Joey Kitson, Holland College,☎ 9028886476
- Janarthanan Vijayan, Virtualmaze Softsys Pvt Ltd,✉janarthanan@virtualmaze.co.in