

# DARSHAN PHALDESAI

Software Engineer / Open Source Enthusiast

Tempe, Arizona, United States of America

dphaldes@asu.edu ♦ +1 (602) 756 3960 ♦ [linkedin.com/in/dphaldes](https://www.linkedin.com/in/dphaldes) ♦ [github.com/dphaldes](https://github.com/dphaldes)

## SUMMARY

Passionate software engineer with a strong foundation in computer science principles. Successfully designed and implemented numerous open-source projects, including language adapters for libraries and pixel art tools. Expertise in statically typed languages with a focus on desktop and native software.

## SKILLS

C/C++, Java, Kotlin, Rust, Dart, Python, Shell/Bash/Zsh, Linux, Android, Qt, Flutter, Lua, HTML, CSS, Javascript, Typescript, SQL, Kirigami, Typst, GraphQL, Gradle, Godot, Unity, Gradle/Maven, CMake, OpenGL, Vulkan, CI/CD, DevOps, Testing

## WORK EXPERIENCE

### Tata Motors Ltd., Engineering Research Centre

Pune, India

*Intern - Project Trainee*

Jun 2022 – Aug 2022

Developed Python-based tools to establish communication with vehicle CAM using Bluetooth LE and TCP Sockets, created a native Android app to display real-time vehicle data, and integrated this data into Android Auto to provide a seamless user experience.

### AmbiTech Healthcare

Pune, India

*Intern - Technical Lead and Mobile Developer*

Sep 2021 – Mar 2022

Led a team to develop a cross-platform mobile application using Flutter and a NodeJS backend with REST API, authentication, cloud synchronization, and Bluetooth interfacing capabilities.

## EDUCATION

### Arizona State University

Tempe, Arizona

*Master of Science in Software Engineering*

Aug 2024 – Jun 2026

### Savitribai Phule Pune University

Pune, India

*Bachelor of Science in Information Technology*

Jun 2019 – May 2023

## PROJECTS

### cxx-kde-frameworks

KDE.org

<https://invent.org/libraries/cxx-kde-frameworks>

- Rust bridge for writing applications and widgets using **Qt** and **KDE Frameworks**.
- Created to reduce the effort required to make cross-platform applications in pure rust.

### Game Modifications

- Worked on several projects that use runtime bytecode manipulation to add, extend and modify functionality of a popular java game and have over 20 Million downloads
- Areas of work include **networking**, **data synchronization**, **3D rendering** and optimization

### Mobile Apps

- Eiga - **Flutter** app for Anilist API. Uses Material 3, OAuth2, **GraphQL** and Caching
- Warframe Market - Native Android App written in **Kotlin** using **Jetpack Compose** and **Dagger/Hilt**

## RESEARCH AND PUBLICATIONS

### A Review of the OWASP Top 10 Web Application Security Risks and Best Practices for Mitigating These Risks

<https://doi.org/10.1109/ICCUBEA58933.2023.10392030>

Published on *IEEE*

Jan 2024