

# DARSHAN PHALDESAI

Software Engineer / Open Source Enthusiast

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## WORK EXPERIENCE

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### Tata Motors Ltd., Engineering Research Centre

Pune, India

*Project Trainee*

Jun 2022 – Aug 2022

- Responsible for creating internal prototyping and testing tools.
- Created tools for interfacing with Vehicle CAM modules via **Bluetooth LE** and **TCP Sockets** (written in **Python**)
- Made a **native Android app** and **Android Auto** frontend for Vehicle battery and range information

### AmbiTech Healthcare

Pune, India

*Intern - Technical Lead and Mobile Developer*

Sep 2021 – Mar 2022

- Responsible for developing solutions for internal prototyping, cross-system communications between hardware and web backend and product showcase
- Managed a team of developers and project scope which included assessments, risk evaluations, testing, and implementation.
- Created a cross-platform mobile application in **Flutter** and a backend in **NodeJS** with support for **REST, Authentication, Cloud Synchronization, and Bluetooth Interfacing**

## EDUCATION

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### 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

## LEADERSHIP AND ACTIVITIES

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### Open Source Developer

Jan 2020 – Present

- KDE Developer and creator of **cxx-kde-frameworks**
- Worked on multiple projects in several different fields including Art Software, Graphics Programming, Game modifications and User applications.

### Google Developer Student Club

Pune, India

*Android Facilitator and Flutter Lead*

Aug 2021 – Jul 2022

- Organized Android Study Jams with Kotlin and Flutter Festival

## PROJECTS

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### cxx-kde-frameworks

*KDE.org*

- 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.

- Areas of work include **networking**, **data synchronization**, **3D rendering** and optimization
- Over 20 Million downloads

### 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

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

Published on *IEEE*

Jan 2024

### SKILLS, LANGUAGES, INTERESTS

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- **Languages:** English (Proficient), Hindi (Native speaker), Marathi (Native speaker)
- **Soft Skills:** Public Speaking, Debating, Critical Thinking, Leadership
- **Programming:** C/C++, Java, Kotlin, Rust, Dart, Python, Shell/Bash/Zsh, Lua, Javascript/Typescript
- **Tools and Frameworks:** Linux, Android, Flutter, Qt, Gradle, Godot Game Engine, Unity Game Engine, Gradle/Maven, CMake, OpenGL, Vulkan
- **Other:** Shell scripting and Automation, CI/CD DevOps, Testing
- **Interests:** Video Games, Books, Music