Neil Bhargava

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Education

Bachelor of Science in Electrical Engineering

University of Arizona | **May 2012**

Minors: Computer Engineering and Math

Additional: Dean's List. Honors College, WildCat Excellence Scholarship, APIASF Scholarship Fund

Proficiencies

Web: HTML5, CSS3, JavaScript, jQuery, .NET, AJAX, JSON, XML, PHP, MySQL, Sitecore CMS, Ruby on Rails

Mobile Development: iOS, Android, Appcelerator, Phonegap, Monotouch

Programming Languages: C#, Objective C, Java, C

Programs/Misc: Visual Studio 2003-2012, Xcode, SQL Management Studio, Eclipse, Adobe Creative Suite, IIS, TFS, GIT, SVN

Professional Affiliations

BlueCross BlueShield of Arizona 2012 June- Present

Programmer II, Phoenix, AZ

Part of the application development team. Developed iOS mobile Apps, including Bill Pay, ID Card, iOS7 redesign, SSO architecture, etc. Developed AZBlue's web-tier .NET applications.

ADTRAN 2011 June- 2011 August

Intern, Phoenix, AZ

Assembled and tested numerous telecommunication devices such as optical filters, optical amplifiers, DWDM and CWDM muxes/demuxes, Ethernet optical switches (ETOS), sonnetoptical switches (STOS). Created java software that reads raw Hex data from SFPs and parses it into readable data. Created clock dividers in VHDL. Programmed EEPROMs.Soldered/Surface mounted various components on PCBs.

IBM 2010 June- 2010 December

Hardware Technician Co-op, Tucson, AZ

Maintained the servers for the global Tivoli Productivity Center for Replication (TPCR) team. Fixed various types of hosts, servers, storage, and other machines as well as installing hardware and software

University of Arizona Spring 2011

Circuits Lab Teaching Assistant, Tucson, AZ

Provided assistance to students during electronic circuits lab.

Pro Audio Entertainment 2004-Present

Founder and DJ, Phoenix, AZ

Managed work associates and maintained customer relations

Engineering Student Council 2010 Fall - 2011 Spring

Webmaster, Tucson, AZ

Developed and maintained the clubs website.

Personal Projects

Play My Song

As a DJ, I have encountered the issue where fellow partygoers do not have direct access to the DJ due to restricted booths to make song requests. DJ's also have to keep all of these song requests in mind and mix them in when the BPM is right. This iOS application allows partygoers to request songs to the DJ at the current event they are at. Whether they are downtown with numerous clubs surrounding them, geolocation will limit users from voting if they are outside of the geofenced perimeter. The backend service layer was created using .NET MVC API and the iTunes API for its vast library of songs. App is available at: https://itunes.apple.com/us/app/play-my-song-request-songs/id905172622?mt=8.

Sudoku Picture Solver

This Android app allows a user to take a picture of an unsolved Sudoku puzzle, and the app will transcribe the image and solve the puzzle. Image processing was used via the tesseract API. Image processing techniques and optical character recognition (OCR) was used to convert the image into a processable data structure. The sudoku puzzle was then solved using P. Tellenbach's Sudoku Solving algorithm and displayed to the user.

Doodle Web App

Multiplayer HTML5 Game that is similar to the common game of Pictionary. One user draws an image of a prompted random word. The other player has to guess this word. Turns alternate. Drawings, users, score, are connected to a MySQL database via PHP.

Who Follows Us

This app allows users to find out who doesn't follow them back on Instagram :). I came up with a javascript algorithm that hits the Instagram servers recursively in order to get full lists of both 'followers' and 'followees'. The lists are then iterated thru to find the differences. The app is available at: https://www.whofollows.us.