

# Shine Jose

Software Engineer at IGT

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## Summary

- About four years of mobile development experience.
  - Master of Science in Engineering (Major: Computer Science) from Johns Hopkins University.
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## Experience

### Software Engineer at IGT

August 2012 - Present

### Software Engineer at Cantor Gaming

August 2010 - August 2012 (2 years 1 month)

Mobile game development.

Technology/Language: C++, C#, OpenGL ES, Android NDK

- Responsible for development and support of company's Windows mobile & PC Gaming application.
- Responsible for porting of company's Gaming application to Android using NDK.

### Research Intern at Boston Scientific

May 2009 - July 2009 (3 months)

Technology/Language: C#, .NET CF 3.5, Python, Windows Mobile 6.1

Project Responsibilities:

- Add a new feature to existing Desktop Python application to collect data from and program medical device.
- Identify mobile platform & mobile with USB host functionality.
- Get the mobile phone to recognize and communicate with USB CC1111 device through serial port.
- Develop mobile application to collect data from and program the device through serial port.
- Preparing low level analysis & design documents, and code documentation.

### Software Engineer at Azingo Inc. (formerly Celunite Inc.)

December 2006 - August 2008 (1 year 9 months)

Technology/Language: C, GObject/Glib Framework, Gtk+

Platform: Ubuntu 6.10 Linux Kernel (2.6.14) x86 and ARM scratchbox, TI OMAP-850 dual processor board.

Project:

Responsible for developing UI framework for Azingo Linux mobile platform to facilitate application developers to develop highly optimized high performance mobile applications.

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## Education

### **The Johns Hopkins University**

MS, Computer Science, 2008 - 2010

### **University of Pune**

Bachelor of Engineering, Computer Engineering, 2002 - 2006

### **St. Vincents**

2000 - 2002

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[Contact Shine on LinkedIn](#)