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# **Career Objective**

Obtain a challenging position of a software developer to make use of my creative abilities, analytical skills and strong knowledge of advanced technologies.

# **Experience Summary**

Organization: Collins Aerospace

Duration: Jun 2020 – Present

**Location:** Bengaluru, Karnataka, India **Role:** Software Engineer - Lead

Job Type: Permanent

**Project:** EP2 and DBGS (Flight Simulation Project)

**Description:** The EP2 Environment is a data product that is used by Rockwell Collins image generators as the baseline background data from which a scene is rendered.

#### Responsibilities:

- 1. Innovation, Design and enhancements in the existing application.
- 2. Implemented some of the new feature inside the application.
  - Implemented the Auto Frame feature for Radar Type image generation (IG).
  - Fixed the issue related to the Flight Database loading in application.
- 3. Agile Planning and execution of the project.
- 4. Helping the team in Development.

Technology: OpenGL, Windows, C++/C#, Data Structure and Algorithms

Organization: L&T Technology Services

Duration: Dec 2019 – May 2020

**Location:** Bengaluru, Karnataka, India

Role: Senior Engineer

Job Type: Permanent

**Project:** NextGenGraphics (Client – Halliburton)

**Description:** NextGenGraphics is platform for Web based application which help developing the visualization of 3D/2D data on the Web browser with the help of WebGL.

#### **Responsibilities:**

- 1. Innovation, Design and enhancements in the existing application.
- 2. Implemented some of the new feature inside the application.
  - a. Added the selection support for all type of graphic object. Highlighted the wireframe geometry using the material whenever user select the 3D data.
  - b. Added feature of ToolTip information on mouseover on any type

of 3D data in the application.

- c. Agile Planning and executing project.
- d. Created the examples to visualize the WellBore 3D data on the Web Browser.
- 3. Agile Planning and execution of the project.

Technology: OpenGL, Windows, typeScript, WebGL, HTML5, JavaScript, DS and Algorithms

Organization: Moving Picture Company(Technicolor, India)

**Duration:** Feb 2018 – Nov 2019

**Location:** Bengaluru, Karnataka, India **Role:** CG Software Developer

Job Type: Permanent
Project: Renderflow

**Description:** Renderflow is tool used by the VFX artist to render the animation in less time and almost in same quality. It automate the render process as it automatically capture all the asset like Camera, Animated Character, Environment etc included in movie shot. Renderflow tool is capable of rendering the scene from Maya, Katana and Nuke, most popular tool in VFX industry..

## Responsibilities:

- 1. Innovation, Design and enhancements in the existing tool.
- 2. Agile Planning and executing project.
- 3. Implemented some of the new feature inside the tool.
  - No need to render any assets if it is already rendered.
  - Display the information about rendering time per frame as overlay on movie shot.
  - Implemented the combined render statistics information of avg time of rendering all the frames, longest render frame etc throughmail.

**Technology:** Python, PyQt, UNIX, DataStructures And Algorithms

**Tool Used:** Maya, Nuke, Katana

**Software Management Tool Used**: JIRA, Crucible, Confluence, GIT

Organization: WIPRO Technologies

Duration: June 2016 – Jan 2018

**Location:** Bengaluru, Karnataka, India

**Role:** Graphics Developer

Job Type: Permanent

**Project:** Decision Space Geo-Sciences® (DSG)

**Description:** Decision Space® is an infrastructure and a collection of applications configured to provide an asset team with a consistent geologic and economic framework for reservoir modeling and risk analysis.

#### **Responsibilities:**

- 1. Providing Visualization of Oil field data in the form of Charts.
- 2. Innovation, Design and enhancements in the existing visualization application.
  - 3. Agile Planning and executing project.
- 4. Implemented the new 3D PDF export feature to extract the datain form of 3D pdf.

Technology: OpenGL, JAVA, Eclipse, UNIX, C++, OpenSceneGraph, AdobePRC,DS And Algorithms.

## **Industrial Internship**

Organization: STMicroelectronics India
Duration: July 2015 – May 2016
Location: Greater Noida, India
Role: Application Developer

Job Type: Internship

Project: Learning Management System (LMS)

**Description:** The purpose of this project is to simplify and strengthen certification and compliance programs. Demonstrate learner success and improve programs with assessments, surveys and evaluation, tie and track learning initiatives directly to business metrics with robust reporting and actionable analytics.

#### Responsibilities:

- 1. Providing the Analytic Reports feature for the existing application
- 2. Innovation, Design and enhancements in the existing application
- 3. Agile Planning and executing project
- 4. Fixing the defects in the existing application

Technology: Oracle SQL Developer, LIOTRO-X, UNIX

# **Skills & Expertise**

#### **Computer Science Skills:**

Automata theory, Database Management Systems, Algorithms, Data Structures.

#### **Computer Languages:**

C, Core JAVA, Python, SQL, UNIX Shell Scripting, HTML, CSS, Java Script, PyQt

# **Academic Projects**

Project: Unique ID Management

**Duration:** 4 months [M. Tech 2nd SemesterProject]

**Description:** This Project aims at developing a central database based on unique IDs and details of citizens above 18 years of age. This database is accessible by Government Officials for the purpose of verification of records to issue license, visa, passport etc.

Technology: J2EE, XML, HTML, JAVASCRIPT

Project: EFFECTIVE ROUND ROBIN SCHEDULING ALGORITHM

**Duration:** 3 months [M. Tech 1st SemesterProject]

**Description:** Scheduling plays a very important role in the case of CPU utilization. Now days many CPU scheduling algorithm present which give better Turn Around and Waiting Time. There are problem like Starvation exit in many CPU scheduling algorithm except Round Robin Algorithm. We proposed an effective Round Robin Algorithm which gives better result than old Round Robin Algorithm.

**Technology:** C programming

**Project:** Account Tracker System

**Duration:** 3 Months

Description: It is an android application. It keeps track of all details of different bank account held

by a user like transaction, check book detail etc.

Technology: Eclipse, JAVA, Android SDK

# **Technical Education**

Class	Board/University	Year	Percentage/CPI
M.Tech(Computer Science & Engineering)	Vellore Institute of Technology, Vellore, India	2016	9.33/10
B.Tech (Information Technology)	Kamla Nehru Institute of Technology, Sultanpur, India	2013	77.06%

# **Declaration**

I declare that the details above are correct and true to the best of my knowledge.

Place: Bengaluru, Karnataka, India Gaurav Singh