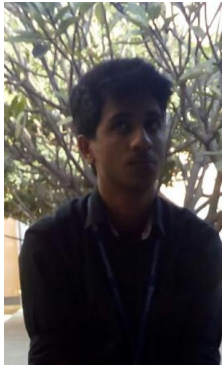# Sakharia, Ajith Kutticatu

3/11/2015

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OBJECTIVES

I want to develop on ideas that make a difference to the people in the current and the next generations.

EDUCATION

The Oxford College Of Engineering

July, 2014
Bachelor in Computer Science and Engineering

EXPERIENCE

Mobile Application Developer | Hewlett Packard
3 September 2014
Mobile application development on various platforms

Game Developer | Brainwave
1 July 2014 – 1 September 2014
Intern as game developer at Brainwave working with HTML5 canvas based games

SKILLS

- Java, Unix, Linux, Python
- JavaScript, HTML, CSS
- SQL, Mongo, PL SQL
- NodeJS, pHp
- Application development in native android platform.
- Cross Platform application development on Phonegap based platforms.
- Hybrid application development with Kony and Kivy platforms
- Programming knowledge of C and C++

PROJECTS

TITLE
F4CE- Cloud based graphics interface.
DEVELOPMENT ENVIORNMENT
Android, Linux
TEAM SIZE: 4
SUMMARY
Android application aimed to allow applications to run independent of the device. The applications is used to stream games from server system to a device and allow interaction from the device independent of the capabilities of the device. Primary aimed towards gaming applications the application F4CE allows games to be streamed.

TITLE
SLYM- Synchronized lighting Management.
DEVELOPMENT ENVIORNMENT
Raspbian, Android
TEAM SIZE: 1
SUMMARY
A Raspberry Pi based technology aimed to automate in-house electronic devices to be made accessible through an interface designed as an application for cross platform deployment. Using LAMP server stack with pHp backend and HTML5 front end.

TITLE
TOGGLE – Web site (Prototype).
DEVELOPMENT ENVIORNMENT
Windows
TEAM SIZE: 2
SUMMARY
Web site developed for The Oxford Group of GNU Linux Enthusiasts focused on events hosted by the group in and out of Bangalore. The website is built on Angular.js with backend working on pHp and MySQL database.

TITLE
TODO – reminder.
DEVELOPMENT ENVIORNMENT
Android
TEAM SIZE: 1
SUMMARY
Android application designed to generate location based reminder i.e. a location aware application designed to push notifications to the user when he enters an area if a reminder is set. Built as a native android application using the positioning features of android to achieve the above mentioned task.

TITLE
IOT Smart Env and Street Light report generator.
DEVELOPMENT ENVIORNMENT
Android
TEAM SIZE: 4
SUMMARY
Application capable of collecting data acquired from the various IOT sensors and generate a geographical report based on its location with google maps api v3.