Hasit Mistry

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http://hasit.me/
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https://github.com/hasit/

Education

University of Washington Bothell — September 2015 – June 2016
MS in Computer Science and Software Engineering

Pune Institute of Computer Technology — July 2010 – June 2014
BE in Computer Engineering

Skills

Fields of interest

Software Engineering, Qualitative Research, Virtual/Augmented/Mixed Reality, Computer Vision

Programming languages

Go, C, Python, Shell (sh, zsh, fish), HTML, CSS, JavaScript, C++, Java

Operating systems

Mac OS X, Linux (Ubuntu, Fedora, Arch Linux), Microsoft Windows

Miscellaneous

Github, Atom, Emacs, Git, Unity3D, Vuforia, Twitter Bootstrap, OpenCV

Experience

Research Assistant — August 2015 - Current

Wide-Field Ethnography (WFE) Research Team

- On going research with Dr. David Socha.
- Ethnographic study and interaction analysis of Software Developers in situ.
- Developing tools for researchers to better understand and use WFE dataset collected by Dr. David Socha.

Station Engineer — April 2015 – June 2015

UWave Radio, University of Washington Bothell

- Interpreted and implemented instructions and requests from producers, directors and other colleagues.
- Minimized loss of service at times of equipment failure by rapidly identifying and implementing alternative methods of service provision.

Projects

Collaborative AR for Remote Pair Programming — August 2015 – Current

- Capstone Thesis for Masters Degree at University of Washington Bothell.
- This thesis research investigates into Augmented Reality as a tool to facilitate collaboration and to bring a higher level of virtual collocation and copresence to Remote Pair Programming.

Stress Detection, Recognition and Relief — November 2015

- Project proposal for IoT Challenge hosted by University of Washington Bothell and Microsoft.
- My team proposed to use wearable sensors to monitor biological indicators of stress, and once elevated levels of stress are detected, a mitigation response would be suggested to the user.
- The judging committee was impressed by the quality of the proposal and this earned us an award of ‘All-Star Team’.

Eureka - A Physics App with Haptic Feedback for Independent Learners — June 2015

- Project for Student Innovation Challenge at World Haptics Conference, Chicago 2015.
- An educational Android application that uses Haptic Feedback to enhance the experience of learning the fundamentals of Physics through experiments. The tool consists of different modules,

each preparing the user to excel in a subject of Physics by allowing them to test theories in a simulated environment.

licensethis — April 2015

- Go program to choose open source software license for any project with ease.
- Choose from a list of open open source licenses available at http://choosealicense.com/. Print short description of the licenses and generate a license file with only a command.

AR SpaceShooter — January 2015 – March 2015

- Open Source project for Mobile Computing class at University of Washington Bothell.
- Classic Space Shooter game with a twist of Augmented Reality for Android using Unity3D and Vuforia. Augment a virtual space ship using a marker onto the real world and shoot at flying asteroids in the augmented reality space on the phone screen.