Hasit Mistry

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Education

University of Washington Bothell — September 2014 – December 2016
M.S., Computer Science and Software Engineering

Pune Institute of Computer Technology — July 2010 – June 2014
B.E., Computer Engineering

Skills

Fields of interest

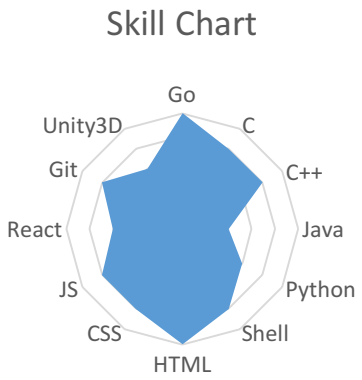
Web and Backend Development, Software Engineering, Virtual/Augmented Reality

Languages, frameworks and tools

Go, C, C++, Java, Python, Shell (sh, zsh, fish), HTML, CSS, JavaScript, React, git, Unity3D

Operating systems

Unix (Mac OS X), Linux (Ubuntu, Fedora, Arch Linux)



Experience

Research Assistant — August 2015 - Current
Collaboration in the Wild (CITW) Research Team

- Performed ethnographically informed study and interaction analysis of software developers in situ.
- Developed web presence for CITW including a server in Go and website on AWS for researchers to better understand and use ethnography datasets.

Station Engineer — April 2015 – June 2015
UWave Radio

- Maintained the official UWave Radio website.
- 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

GHJobs Subscribe: Get email updates for jobs from Github Jobs — October 2016

- Subscription service over Github Jobs API that sends out emails to subscribers as soon as jobs with their preferences are posted.
- Designed and implemented multiple backend components in Go including an API and subscription handler, frontend in HTML, CSS and Javascript, and hosted on DigitalOcean.
- Website - https://ghjobssubscribe.com

SWIS: See What I See – Masters capstone project — December 2015 – Current

- Research on merging the fields of ethnography, interaction analysis and virtual reality.
- Designed and implemented a system to record and replay ‘viewpaths’ so that a researcher can share what he/she saw with a colleague along with the head orientation and time information.

Om – Stress detection, recognition and relief — November 2015

- Project 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.

- Designed the architecture of the system among other team activities that led to a strong project proposal and resulted in a better understanding of the system for my team and the judges.

Eureka – An Android app with haptic feedback for independent Physics learners — June 2015

- Project for 'Student Innovation Challenge' at World Haptics Conference, Chicago 2015.
- My team designed and developed an educational Android application that used haptic feedback to enhance the experience of learning the fundamentals of Physics through experiments. The app consisted of different modules, each with an object in a simulated environment. The user was free to modify various forces acting on object inside the environment.
- Integrated Box2D into the application, developed logic for Physics interactions, and implemented the 'slope' module of the application using LibGDX and Box2D in Java. The proof of concept that we presented at the conference comprised of the 'slope' and 'spring' modules along with a complete 'settings' page.

AR SpaceShooter – Arcade style space shooter game in AR — January 2015 – March 2015

- Open source project for 'Mobile Computing' class at University of Washington Bothell is available on Github.
- My team designed and implemented a classic space shooter game with a twist of augmented reality for Android using Unity3D and Vuforia library. The game augmented a spaceship on a real world marker and allowed the user to shoot at flying asteroids in the augmented reality space on the phone screen.
- Integrated Vuforia library into the application, and developed and implemented the collision logic of asteroids and spaceship in 3D. This project along with an introductory video, led to perfect grade (4.0) in the 'Mobile Computing' class and recognition from the open source community.

Notable Open Source Projects

- vscode-gi – Visual Studio Code extension for generating '.gitignore' files easily.
- licensethis – Command-line app to choose an open-source license for any project with ease in Go.
- gohr – Port of popular 'hr' project as a library and as a standalone command-line application in Go.
- pdftables-go – SDK for PDFTables API in Go.
- lolstatus – Menubar app for checking the status of League of Legends services in Electron, React.

Awards and Recognition

$5,000 Graduate Student Scholarship — February 2016

- Awarded $5,000 scholarship from CSS Department, University of Washington Bothell for Spring 2016.

All-Star Team — November 2015

- Received honorable mention of 'All-Star Team' for project 'Om – Stress detection, recognition and relief' at IoT Challenge hosted by University of Washington and Microsoft to solve a campus specific problem. The project we proposed was an innovative solution for stress detection and relief using IoT technologies.

$3,000 grant for SWIS research — October 2015

- Awarded a $3,000 grant from CSS Department, University of Washington Bothell towards purchase of equipment required for conducting research.

Winner of Opus '11 — March 2011

- Secured 1st place at Opus Technical Festival, 2011 for the project "Simple Hand Gesture Recognition to control VLC media player".