Hasit Mistry

hasit@uw.edu | +1-425-773-8566

🔗 http://hasit.me/
in https://www.linkedin.com/in/hasitmistry
○ https://github.com/hasit/

Education

University of Washington Bothell   September 2014 – Current
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, Amazon Web Services

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 web presence for WFE including a server and website.
- Developing tools for researchers to better understand and use WFE dataset collected by Dr. David Socha on AWS.

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

Virtual Reality Support for WFE System   December 2015 – Current
- Capstone Thesis for Masters Degree at University of Washington Bothell.
- This thesis research investigates into Virtual Reality as a tool to facilitate researchers to explore, navigate, and interact with large multi-modal datasets within the virtual reality space.

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. 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 space ship using a marker onto the real world and shoot at flying asteroids in the augmented reality space on the phone screen.