

EDUCATION

Cincinnati, OH	University of Cincinnati	Aug 2017-Apr 2019
<ul style="list-style-type: none"> • Master of Science in Information Technology (GPA: 3.7) • Graduate Coursework: Intelligent Data Analysis, Machine Learning and Data Mining, Information Retrieval, Data Analysis Methods, Human-Computer Interaction, Object-oriented analysis, and design, IT-Research methods. • Specialization: Data Engineering on Google Cloud Platform, Machine Learning using TensorFlow- 1, 2 (Google Cloud) 		
Bhopal, India	University Institute of Technology-RGPV	Jul 2013-May 2017
<ul style="list-style-type: none"> • Bachelor of Engineering in Information Technology 		

TECHNICAL SKILLS

<ul style="list-style-type: none"> • Unity Game Engine • VR/AR Development • Research Design & Mathematics • Machine Learning (ml_agents) 	<ul style="list-style-type: none"> • Java • C# & JavaScript • C++ • Python 	<ul style="list-style-type: none"> • Analytics • Confluence and JIRA • Git (SourceTree and GitHub) • Google Cloud Platform
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EMPLOYMENT

Software Developer, Co-Op	UC Simulation Center (UCIT)	Jan 2018-Present
<ul style="list-style-type: none"> • Utilized Unity 2D/3D Software to build engaging Virtual Reality Environments, games, simulations and applications. • Created animation for AR based mobile application using Unity. Developed object detection application for HoloLens using Vuforia. Worked with SourceTree & bitbucket for version control. • Integrated Google Analytics and Unity Analytics services in Unity based applications. Established reporting pipeline. • Experience working in Agile Methodology. Attended sprint review and daily stand-up. Utilized JIRA for project tracking. 		
Software Engineer, Intern	Infocus Software Development Inc.	May 2015-Apr 2016
<ul style="list-style-type: none"> • Worked in Software Development Life Cycle (SDLC) for web and Mobile applications. Wrote cross-browser compliant HTML & JavaScript scripts with the help of senior developers. Prepared Dashboards and reports for webpages. • Developed dynamic and interactive website that ensured high traffic, page views and UX. • Optimized applications for new iOS and Android operating systems. Developed rapid prototypes and pilot projects. 		

TECHNICAL EXPERIENCE

Medicaid Equity Simulation Project: [Technologies: Unity Engine, VR, VRTK, C#]	Jan 2019-Apr 2019
<ul style="list-style-type: none"> • Participated in PEAC initiative. Developed simulation for case studies featured in HTC Vive VR System. • Utilized VRTK asset for teleportation and Object Interaction functionality. Wrote C# Scripts for GameObjects and application manager. • Determined various immersion breaking points. Optimized application to minimal system requirements. 	
Baby Weight Predictor: [Technologies: Google Cloud Platform, Big Query, API]	Dec 2018
<ul style="list-style-type: none"> • Explored Natality Dataset using BigQuery and Datalab. Build models with the Estimator API in TensorFlow. • Performed Pre-processing with Cloud Dataflow. Trained the model at scale and deployed models into production with Google Cloud Platform ML tools. Build an App-Engine application to serve ML predictions. 	
Mobile AR App for Salesforce Training: [Technologies: Unity Engine, AR, Vuforia, C#]	Nov 2018
<ul style="list-style-type: none"> • Lead the team of 4 for developing an Augmented Reality based mobile app. Integrated carousel plugin for image sliding. • Established connection between Vuforia database and application for object detection. • Added pinch zoom and play-pause button functionality for video. Integrated carousel plugin for image sliding 	
House Price Prediction: [Technologies: Google Cloud Platform, Deep learning]	May 2018 – Jun 2018
<ul style="list-style-type: none"> • Worked on GCP, developed the CNN model using house images. Performed Batching to scale up TensorFlow Ingest. • Improved model accuracy by Hyperparameter tuning with the cloud. Implemented a custom estimator. 	
Distributed Information System: [Technologies: XAMPP, Hibernate, SQL, JAVA]	Aug 2016 – Mar 2017
<ul style="list-style-type: none"> • A cross-platform information system model with remotely distributed across the state. • The capability of communicating with the different database server from a remote location. • Developed databases for application testing on different servers including MySQL, PostgreSQL, and Oracle. 	