

Utkarsh Tiwari

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EDUCATION

JAYPEE INSTITUTE OF INFORMATION TECHNOLOGY

B.TECH IN INFORMATION TECHNOLOGY

June 2017 | Noida, India

CITY MONTESSORI SCHOOL

May 2012 | Lucknow, India

Percentage: 94.25

ANDROID BASICS

NANODEGREE*

UDACITY

Aug 2017 | October 2017

ANDROID DEVELOPER

NANODEGREE 1

UDACITY

November 2017 | Ongoing

LINKS

Github:// [iamutkarshitiwari](#)

LinkedIn:// [iamutkarshitiwari](#)

Angellist:// [iamutkarshitiwari](#)

Blog:// [iamutkarshitiwari](#)

SKILLS

PROGRAMMING

Languages:

• Java • Python • C • QML

Frameworks/APIs

• webapp2 • GTK+ • PyGTK • Swing

• QtQuick • PyGame

Tools

• Google App Engine • Git • Sublime

• MySQL • Android Studio

Operating Systems:

• Linux • Windows • Mac OSX

OTHER ACTIVITIES

Mentored in Google Code-In* 2016.

Mentoring in Google Code-In 2017.

Coordinator of Open Source Developers Club of my college.

Organized* hackathon in CyberShruti 2016.

Delivered talks and workshops on GTK+, PyGame and Git in college.

Got **Invited** to Nepal to meet the OLE Team during my GSoC internship.

EXPERIENCE

MERCARI INC.

SOFTWARE ENGINEER, TOKYO, JAPAN

Feb 2018 – Present

- Working as a Software Engineer in the Android team.
- Involved in improving and maintaining the Japan version of Mercari Android app.

GOOGLE SUMMER OF CODE 2016 - SUGARLABS*

OPEN SOURCE DEVELOPER INTERN

June 2016 – Aug 2016

- Improved JSFiddler app. Added screenshot-capture, Save-As utilities and activity-resume GSettings to Sugar.
- Added offline support to GetBooks and InfoSlicer apps for accessing Ebooks and wiki content from local servers.
- Received sponsorship worth of US\$5,500 for this project from Google.
- Python, GTK+, PyGTK and BeautifulSoup
- [Project Link](#)

PROJECTS

WEB PROJECT

BLOGGERSPACE

June 2017

- A fully functional multi-blog web application designed under Udacity CS253 course.
- Used Python, webapp2, Memcached and Google datastore (GQL) for backend and Bootstrap templates and Jinja2 templating engine for frontend.
- Hosted on Google App Engine
- [Project Link](#)

ANDROID PROJECT

TRIVIA

September 2017 - Ongoing

- A trivial quiz app designed to learn more with gamified style.
- Used Firebase service for the datastore and Google signup/login.
- [Project Link](#)

ANDROID BASICS BUNDLE

August 2017 - October 2017

- 9 Projects designed under Udacity Android Basics Nanodegree.
- [Project Link](#)

OPEN SOURCE CONTRIBUTION

SUGARLABS

- Developed **6 Sugar applications*** in Python (Pygame and PyGtk) each of which has crossed over **6k downloads**.
- Added new features to Sugar's core and Browse activity. (Hosted on [Github*](#))

THE PROCESSING FOUNDATION

- Added visual feedback of update/install/download progress of libraries in contribution manager and fixed bugs in Processing's **Java*** and **Javascript*** based IDEs.

OTHER PROJECTS

- Wrote **Flappy birds*** and **Snake*** game in **C**, TurboC Graphics Library.
- Developed a basic **Version Control System*** in Java using Swing and Dropbox API.

ACHIEVEMENTS

2016 Contributed to **Season of KDE 2016 - GCompris***

2016 Contributed to **Mozilla Winter of Security 2016**

* Hyperlinks