Ujwal Nagumantri

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SUMMARY

Software developer with **2+** years of experience looking for a **full-time** position from **June 2018**.

EDUCATION

Rochester Institute of Technology, Rochester, NY, USA

Masters Degree in Computer Science

Jan 2016 – **Graduate by June 2018**

 Coursework: Distributed Systems, Intelligent Systems, Cryptography Computer Vision, Computer Networks, iOS Mobile Application Development, Big Data and Computer Graphics

Andhra University, Visakhapatnam, AP, India,

Bachelors Degree in Computer Science
Minor: Mathematics and Electronics

Jun 2006 – Apr 2009

WORK EXPERIENCE

Rochester Institute of Technology, Rochester, NY, USA

• Graduate Technical Assistant, Computer Science Department

Aug 2017 - Present

- Hadoop and Docker cluster installation and maintenance.
- · Managing computer science accounts and machines.
- Troubleshooting day-to-day machine related issues.
- Tools used: Linux, Shell Scripting, SysOps

Rochester Software Associates, Rochester, NY, USA

• **Software Developer Intern**, QDirect Commercial Software

May 2017 – Aug 2017

- Gathered requirements and designed solutions.
- Implemented features, fixed bugs and re-factored code.
- Tools used: Java, Swing, SysOps

Mytreya Holdings Sdn Bhd, Kuala Lumpur, Malaysia

■ UI/UX Developer, SPKBR6 Inventory Management Solution

Aug 2013 - Jan 2015

- Redesigned the existing windows application to a web application
- Sketched mock-ups and programmed over 500 different user interfaces
- Tools used: Java, HTML5, CSS, Javascript, Semantic-UI

SKILLS

- Languages Java, Python, Javascript, Swift, C#, Matlab
- Web Frameworks React/Redux, jQuery, MeteorJS, NodeJS,
- CSS Frameworks Semantic-UI, Boostrap, Foundation
- **Databases** MongoDB, MySQL, Firebase
- **Graphics** Unity3D, Blender 3D, Illustrator, Photoshop, Procreate
- SysOps Git, Nginx, Shell scripting, Docker

ACADEMIC PROJECTS

- Study Now An iOS application that motivates a student to complete their homework using Pomodoro techniques
- **Space Wars** A multi-player video game programmed in C# using Unity game engine where players control space ships and destroy asteroids as a team.
- **Jigsaw Puzzle Solver** An application made in Matlab that assembles a square jigsaw puzzle without human intervention using computer vision.

PERSONAL PROJECTS

- CSGOF1 An online web-based casino-style game made with React/Redux for the video game CS:GO
- **Solitude** A web application made with React/Redux & nominated for NASA Space Apps Challenge (2017) that calculates solar insolation of a particular region and suggests a list of devices that can be used with that solar power.

AWARDS & SCHOLARSHIPS

- 75% Academic Scholarship, Rochester Institute of Technology For graduate technical assistant position
- Gold Medal, Nalanda Vidya Niketan For outstanding scholastic achievement