

Ishan Vadwala

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Education

BACHELOR OF ENGINEERING, Gujarat Technological University, India

JULY 2011 - JUNE 2015

Major: Computer Engineering. **GPA: 7/10**

MASTER OF SCIENCE, San Jose State University

AUGUST 2015-MAY 2017

Major: Software Engineering. **GPA: 3.55/4**

Technical Skills

Programming Languages: Java, C#, JavaScript, Swift, Python, Go, PHP, C++, C, SQL, HTML.

Frameworks, Technologies & Tools: Hibernate, Spring, Android SDK, AngularJS, React, Redux, NodeJS, JQuery, RESTful APIs, Xcode, Android Studio, Eclipse, IntelliJ IDEA, Git.

Experience

Mobile Apps & Games Development Intern, Sesame Street

June 2016 – Dec 2016

- Constructed the scripts to implement game logic for the S'mores application using **Object Oriented** Programming methodology in C#.
- Single-handedly** led the development of a **subscription model** In-App-Purchase that fetches new levels from Amazon **S3** buckets.
- Designed** a modified **Graph algorithm** to figure out dependencies in assets, download and build them in order.

Web Application Developer Intern, Softvan Technologies

June 2014 – May 2015

- Developed web applications for Softvan's clients, built using Java as a backend with hibernate framework for Object-Relation mapping.
- Used JQuery and Ajax to fetch and render data for a responsive front-end created using HTML, CSS, & Bootstrap.

Personal projects

PopFlicks (Native Android ,SQLite, REST APIs)(Google Play Store: bit.ly/ishanapp, Github: bit.ly/popflicks):

- Leveraged **TheMovieDB's APIs** to display movies, **filter** them by popularity or ratings, shows their reviews and play trailers using Youtube's SDK.
- Designed** the **UI** to support a wide range of screen sizes, layouts, and orientations by **reusing fragments**, to **optimize user experience**.
- Implemented the ability to **add** movies to **Favorites** to view their **information offline**.

ShootHoop(Unity3D, Google Cardboard API)(Github: bit.ly/shoothoop):

- A **3D Virtual Reality** Android Basketball game created using C# and Unity Game engine and Google's Cardboard SDK for Unity.

Academic Projects

IOT farm produce Traceability (AngularJS 2, NodeJS, Android SDK, Python):

- Utilized wireless **sensors** to **trace** and log a farm's **environmental parameters** such as atmospheric pressure, humidity, and temperature.
- Used raspberry Pi(s) as a central hub for those sensors to send data to. Developed an architecture where data travels from **Sensors -> Raspberry Pi(s) -> NodeJS servers on EC2 instances -> Web & Android** frontend.
- Developed an **Android front-end** to show detailed history of growing conditions, real-time sensor data, alerts in case of irregularity & QR code scanner to fetch information about a crop yield.

AWS Production Deployment: (AWS EC2, MongoDB, AngularJS, NodeJS, Load Balancer, Puppet):

- Developed and deployed a **MEAN stack** web application on 2 slave EC2 Instances with the **database sharded** and **replicated** on **each AWS instance**.
- Used **Puppet** to **automate configuration** in new **AWS instances** and to propagate any changes made by the **master**, to the 2 **slave instances**, used a load balancer to route traffic.

Library Management System (Spring framework, JPA ORM, JQuery, MySQL, EC2)(Github: bit.ly/gitlibmgmt):

- Created RESTful APIs** using Java Spring Framework, used Hibernate to create relational databases and automatically map multiplicity and relations between them.
- Designed and developed the front end to consume the APIs and render content using JQuery, HTML5 & CSS3.