Ishmeet Kohli

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Contact

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Summary

- Keen interest in Graphics and worked on multiple projects using C++ and openGL
- Experience in working with Machine Learning tools like scikitlearn, Weka and Data intensive tools such as Hadoop, Spark. Used Python as the primary language for development.
- Well conversant with Java Programming and worked on various Java based libraries and frameworks.
- Deep understanding of native Android application and game development. Worked on a variety of applications (commercial and personal).
- Experience in developing and consuming RESTful web services for web and mobile applications. Worked on front end intensive projects using JavaScript (ExtJS, AngularJS, jQuery), HTML, CSS, XML, JSON and AJAX.
- Worked on Amazon Web Services (SNS, SQS and EC2), Salesforce (Apex and Visualforce), Groovy/Grails and database technologies including MySQL and Oracle.

Skills

GRAPHICS: C++, OpenGL, libGDX,

DATA SCIENCE: scikit-learn, Weka,

Python, Hadoop, Spark

JAVA: Hibernate, Struts, Spring, Core Java, Maven

ANDROID:

Android Game Development, Native Application development,

Android NDK CLOUD:

Salesforce (Apex & Visualforce) , Amazon Web Services (SNS, SQS, EC2)

WEB: HTML, CSS, XML, JSON, AJAX, Groovy/Grails, RESTful services

JAVASCRIPT: ExtJS, AngularJS , iQuery

DATABASE: MySQL, Oracle, Microsoft SQL Server

Education

University of Victoria, Victoria, Canada Masters of Science Computer Science 2017

GGS Indraprastha University, India Bachelor of Technology Computer Science 2012

Victoria BC. Cannada

May 2016 to Aug 2017

Jan 2013 to Aug 2015

Aug 2012 to Jan 2013

Gurgaon, India

Noida, India

Employment

ACD Systems International Inc.

Android Software Developer (Coop + Part time)

Designed, built, tested and maintained high quality Android apps.

Collaborated with cross-functional teams to define, design, and develop new features.

Sapient Corporation

Associate Technology L2

Delivered robust and extensible components of client applications on time and to specification.

Release planning & management with teams across geographies.

InoxApps Mobile Solutions Pvt. Ltd

Android Game Developer

Developed fast, hardware efficient android games for the organization.

Developed generic libraries to encourage reuse of code.

Projects

Sketch based Impicit Blending

Created an intuitive tool using C++, openGL and QT for deriving a composition operator from 2D sketches that can be applied in any context (2D/3D) where smooth combination using the input shape is desired.

Dual Quaternion Skinning of a human mesh

Implemented Dual Quaternion Skinning on a human mesh using Java, LWJGL and GLSL for computation, rendering and shading respectively and performed skinning computations primarily on the GPU.

Ocean Wave Modelling

Modelled the randomness of ocean waves using Java, libGDX and GLSL for computation, rendering and shading respectively.

Music Recommendation System using Million song dataset

Created a music recommender by creating graphs of song features and found similarities using minimum distance. An Android client was implemented for user inputs and feedback and backend was implemented in python.

Youtube Data Analysis

Performed large Scale data mining on Youtube Dataset fetching 5 million video details using Youtube API and performed data mining using Spark and Hadoop.

Movie Genre Classification

Classified movie Genres using Synopsis as the main feature on IMDB data fetched using OMDB api. Performed Data collection, processing and performed mining (scikit-learn framework).

LightEC

Worked on Android application capable of improving lighting and contrast of personal images.

ACDSee Mobile Sync

Created an android application capable of sharing media wirelessly over the local network as a feature for ACDSee Ultimate 11.

Android games

Developed two Android games - "Santa Jump" and "Chicken Jump" using LibGDX framework.

Data Grid plugin

Developed a grails based data grid plugin using ExtUS. This was reused in three client projects with and could be setup using minimal configurations.

Full Stack Web application

Developed an Account and Portfolio managing application for the benefit of a leading financial institution based out of Boston, using Groovy/Grails (backend), AngularJS and ExtJS (frontend).

Awards

Sapient Corporation · Client focused delivery

Received a recognition for portraying one of the core values of the company.

InoxApps Mobile Solutions · Outstanding Application

Received an appreciation letter celebrating the success of the game, "Chicken Jump", appreciating the efforts that were put into the development of the game.

Activities

BattleSnake 2016 · Winner

Secured 1st position in classic level of BattleSnake 2016, hosted by SendWithUs at University of Victoria. Developed web-based AI for the classic arcade game 'Snake' extending the heuristic based A* algorithm.

Commonwealth Games 2010 · Accreditation Assistant

Worked with the Commonwealth Games Federation for the XIX Commonwealth Games 2010, Delhi.