Ishmeet Kohli
Victoria, BC, Canada

Contact

- ✉ ishmeetkohli@gmail.com
- 🌐 ishmeetkohli.com
- ☎ +1 250 580 1788
- in ishmeetkohli
- ⚙ ishmeetkohli

Summary

- Keen interest in Graphics and worked on multiple projects using C++ and openGL

- Experience in working with Machine Learning tools like scikit-learn, 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, GLSL
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 , jQuery
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

Employment

ACD Systems International Inc.
Android Software Developer (Coop + Part time)
Victoria BC, Canada
May 2016 to Aug 2017
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
Gurgaon, India
Jan 2013 to Aug 2015
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
Noida, India
Aug 2012 to Jan 2013
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).

LightEQ
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 ExtJS. 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.