**EDUCATION**

**University of Southern California, Los Angeles, CA**  May 2015

Master's of Science in Computer Science

* Course Grader: Computer Graphicsand Introduction to Robotics
* App Developer(iOS/Web): School of Psychology

**University of Edinburgh, Edinburgh, UK** May 2012

Bachelors in Engineering with Honours in Computer Science

* Professional Member, British Computer Society
* Consistent Performance Award from IBM for System Design Project 2011, Robotic Football

**WORK EXPERIENCE**

**Software Design Engineer, Imagination Technologies, San Jose, California** July 2015 – Present

* Designed and implemented web-based control center to manage FPGA emulation and platforms.
* Developed automation framework for emulation testing for MIPS based CPU.
* Developed and maintained Buildbot/Jenkins service for FPGA emulation builds.
* Increased the platform utilization by 75% and increased the throughput by 100%.
* Technologies: Python, JavaScript, Python-Flask, Buildbot, Jenkins

**Software Engineer Intern, DreamWorks Animation, Glendale, California** Sept 2014 – April 2015

* Developed automation and testing components in the pipeline for continuous integration and deployment.
* Developed tools to improve productivity and reliability of animation validator suite.
* Technologies: C++, Python, and Cassandra(CRUD)

**SDE Intern, Amazon, Seattle** May 2014 – Aug 2014

* Implemented a new Product scoping for sorting the item variations on Amazon Website
* Designed and developed a new web-based servicing tool for our client.
* The tool reduced the number of trouble tickets addressed to my team by about 70-80%.
* Technologies: Java, JavaScript, SpringMVC, DynamoDB and Amazon Internal tools

**TECHNICAL SKILLS**

* Development Skills: WebServices, RestAPIs, QA Automation, Scripting, Frontend
* Programming Skills: Python, Java, C++, JavaScript, HTML, SQL
* Software Suite and Databases: MySQL, Jenkins, Git, jQuery

**RELEVANT PROJECT EXPERIENCE**

**Cricketism, API based web-server and Chrome Extension** Dec 2015

**Trojan Run, a mobile based 3D game using Unity3D** Jan 2014 – Apr 2014

**NFC based Attendance Monitoring System using Smart-phones** Nov 2013 – Dec 2013

**Wireless Motion Sensing Gaming Joystick** Sept 2011 – Jan 2012