Kush Pandya

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Summary

- More than a year of experience as Software Engineer specialized in Android Application Development and Machine Learning.
- Efficient with Android application development lifecycle from application creation to deployment in Google Play Store.
- Proficient knowledge of SDLC with implementing design, development, and debugging phases of the application.
- Knowledge of several third party libraries such as Retrofit for network calls, and Glide for managing image resources.
- Experience in creating machine learning algorithms to train numeric as well as image data using CNN and R-CNN.
- Strong understanding of modern concepts like Machine Learning, Artificial Intelligence, Computer Vision, Cloud System,etc.

Skills

Programming Languages: Kotlin, Java, Python, C#, C/C++
Web Technologies and Databases: React JS, HTML, CSS, SCSS, JavaScript, XML, Firebase, MySQL
Tools: Android Studio, Git, Postman, Unity 3D, Visual Studio Code

Experience

Machine Learning Engineer
Sep 2023 - Oct 2023
Kibo Investment Advisors (Python, Snowflake, Visual Studio Code) — *Fort Collins, Colorado, USA*
- Integrated financial and environmental data for a group of companies in Snowflake to generate two comprehensive datasets.
- Utilized Snowflake to merge financial and environmental data, resulting in the creation of two distinct datasets.
- Enhanced the datasets by performing financial calculations using Python, augmenting the data for Neural Network training.
- Employed Python to conduct financial computations, enriching the dataset files intended for Neural Network training.

Graduate Research and Teaching Assistant
Jan 2021 - May 2023
Colorado State University (C#, Python, Unity 3D, Google Colab) — *Fort Collins, Colorado, USA*
- Implemented Qualitative Spatial Relations (QSRs) between 3D objects to find geometric relations between them.
- Incorporated Allen's Interval Algebra and Region Connection Calculus 8 to construct a novel data set to train models.
- Achieved embedding spaces by building a data set and training a neural network based on machine learning.
- Provided support to 107 graduate students (Engaging in Virtual World) by creating virtual reality projects in Unity3D.

Software Engineer, Android
Jul 2019 - Dec 2019
Versatile Technolabs PVT. LTD. (Java, Kotlin, XML, Android Studio) — *Ahmedabad, Gujarat, India*
- Skilled in using Android components like Activities, Services, Broadcast Receivers, Google Maps, JDBC, JSON, XML, etc.
- Designed a monitoring application for parents to monitor activities on their Child's mobile and if necessary restrict activities.
- Developed an efficient vendor monitoring application to track the status of work of the employee with the help of photos.
- Implemented and deployed some other applications like Christmas Countdown, E-commerce application, EMI calculator, etc.

Software Engineer Intern, Android
Jan 2019 - Jun 2019
Aimcrafters Software PVT. LTD. (Java, XML, Android Studio) — *Ahmedabad, Gujarat, India*
- Learned and developed a few advanced user interfaces, strong application structures, and REST API integration.
- Developed an online appointment booking application for a barbershop that manages appointments, and walk-in customers.
- Reduced memory leaks by using fewer static references resulting in a 10% increase in the application optimization.
- Modified the data access layer during data migration from MySQL to make the application 12% more efficient and optimized.

Projects

Fashion E-commerce Web Application (React JS, Firebase) Source Code
Aug 2021 - Oct 2021
- Created a robust E-commerce platform catering to men's and women's fashion ensuring high availability.
- Integrated user-authenticated sign-in/sign-up features and the add-to-cart functionality for enhanced user convenience.
- Configured Stripe API for secure and efficient payment processing, ensuring a smooth transaction experience.

Augmented Furniture (Java, XML, ARCore, Firebase) Source Code
Feb 2019 - Apr 2019
- Created an augmented reality interior design app allowing users to visualize furniture in their space before buying.
- Enabled virtual placement of 3D furniture models within a user's home or office through ARCore library by Google.
- Empowered users by previewing how furniture integrates into their environment via augmented reality simulations.

Education

Master of Science in Computer Science, Colorado State University, May 2023
Bachelor of Engineering in Computer Engineering, Alpha College of Engineering and Technology, May 2019