ANKIT MUTHA

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OBJECTIVE: Seeking an internship that utilizes and strengthens my software development skills.

EDUCATION

Viterbi School of Engineering, University of Southern California, Los Angeles, CA — Expected May, 2014
Master of Science in Computer Science — GPA: 3.6
Related Coursework:

Design & Analysis of Algorithms	Introduction to Computer Networks	Advanced Mobile devices and gaming consoles

Jai Narain Vyas University, Jodhpur, Rajasthan, India — 2006-2010
Bachelor of Engineering in Computer Science and Engineering, *ranked top ten in class with 73.4/100%*
Related Coursework:

Operating System Design	Data Structures	Database Management Systems

WORK EXPERIENCE

University of Southern California, Los Angeles — 2012
Student Web Developer, Division: **Computer Science Information Technology Department**
• Developed ASP.NET based internal web portal • Software development using Visual Studio, C# and .NET Framework.

Infosys Limited, Pune, India — 2010-2012
Systems Engineer, Client: **American Express Company**
• Completed .NET training program with a GPA of 4.99/5.0. • Developed and managed end-to-end delivery of a multi-tier .NET/MS SQL based AML feed to Bank of Italy for better tracking of Bank Wires avoiding a potential business loss of ~ $10 million. • Led a team to develop a ASP.NET based web portal for West Sector division of Central Industrial Security Force • Collaborated with a team to develop an online banking portal based on ASP.NET

TECHNICAL SKILLS

Languages	: C#(8/10), JAVA(8/10), C++(7/10), C(7/10), Objective-C, SQL, HTML, CSS, JavaScript
Database/RDBMS	: MySQL, MS SQL
Operating systems	: MS Windows, Unix, Linux, Macintosh
Other Packages / Tools	: MS Visual Studio, Netbeans, Eclipse, Xcode, Cocos-2D, MATLAB, WireShark

ACADEMIC PROJECTS

ZombieSC(http://goo.gl/KrsZs)**–** Mobile Game development Project — Fall 2012
• Worked in a team to develop a location based augmented reality game for iOS devices. As a gameplay engineer developed a scene of the game using Cocos-2D and Objective-C.

Socket Programming — Fall 2012
• Simulated a logistics system using TCP and UDP sockets in client-server architecture in C and BSD Socket API in Linux

Rubik's Cube for portable device — 2009-2010
• Led a team to developed 3-D Rubik's Cube for a portable device based on Beagle board (powered by OMAP 3530 processor). Worked on setting up embedded Linux on the device and testing C++ Open GL code for usability.

Console text editor & benchmarking IBM mainframe with AIX OS — 2008
• Using C++ developed a console text editor like 'vi' and other shell utilities for AIX OS (UNIX) and wrote benchmarking tests in order to draw comparison between different computer architectures - IBM POWER5+ and Intel Pentium.

INDEPENDENT PROJECTS

WittyRobo – A witty robotic arm — 2009-2010
• Collaborated with a team to design and develop a robot for autonomously playing board games like scrabble, chess etc.

G.O.A.L – A computer controlled soccer playing robot — 2009
• Developed a computer controlled navigator robot that would move marbles of a specific color into the opponent's goal

EXTRA-CURRICULAR ACTIVITIES

• Recognized with **STAR PERFORMER** award for work excellence at **Infosys Limited.** — 2012
• **Initiated and Coordinated ESRC** (Embedded Systems & Robotics Club) at JNV University — 2009-2010
• **Lead Web Designer and Coordinator** for annual technical festival at M.B.M Engineering College. — 2009

~Coding is an art, beautiful code is one that is clean and scalable~