

❖ **Aristocrat Technologies India Pvt. Ltd., Gurgaon** [Designation: Senior Engineer- I]

Area of Work : Development of slot based games for social media (flash) and mobile based platforms (android and ios)

My Role and Work Accomplished:

Working on digital domain of gaming industry. Learned different tools and technologies for developing gaming applications for mobile platforms (android and ios) and for social media (facebook).

- Develop and debug slot based games that involves strong knowledge of advanced C++ concepts, OOPs concepts, design patterns, STL, code design and development.
- Analysing landbase casino games developed in Aristocrat and deciding which games can be developed for digital platforms.
- Implementing features of landbase games on architecture developed for social media games.
- Optimising the code so that game runs efficiently with memory requirements since there is always shortage of memory on mobile platforms.
- During this tenure, I have learned about different terminologies used in casino games like WAP, SAP. I have also learned about different features which are implemented in casino games like jackpots, free games, multiplier features which multiplies the win amount by some specific number.
- Working with tools like JIRA, Tortoise SVN.

❖ **Samsung Research Institute, Noida** [Designation: Engineer]

Area of Work: Development and managing of camera on android phones for Qualcomm chipset.

My Role and Work Accomplished:

Learned different mobile tools and technologies and their use. Got fair knowledge of project lifecycle. Worked on multimedia domain of mobile phone for development of android phone projects on for different markets worldwide.

- Develop and debug modules for Camera, video recording that largely involves strong knowledge of C, C++, data structures, synchronization, code design, development, debugging and documentation.
- Worked on Camera HAL (Hardware Abstraction Layer) which acts as an interface between the camera application and camera driver.
- Worked on Integration of new camera sensor which includes initialization and power up, handling buffer management like allocation/de-allocation, buffer sharing, camera specification completion (Camera launch time, capture time, frame rate shall meet the specification).
- Basic role involves code(C/C++) maintenance, optimization and enhancement for Camera drivers, camera bring up and developing modules for Camera, Camcorder.
- Continuous involvement with the camera sensor and the chipset vendor to improve the quality of the product.
- During this tenure, I have learnt about Camera fundamentals (ISO, shutter speed, aperture), image codecs (JPEG, GIF, PNG), color formats (YUV/RGB), camera power sequence, I2C communication.
- Travelled to Samsung headquarters in Suwon, South Korea to co-work on camera module.

- Worked with tools like **Perforce** (versioning control tool), **PLM** (product lifecycle management tool), **Source Insight** (program code editor and browser)

TECHNICAL SKILLS

IT skills	C, C++ , STL, Data structures, Python (Basic), Java (Basic)
Operating system	Windows
Source code editor	Source insight, OpenGrok, Araxis merge, Visual Studio
Software configuration tools	Perforce(version control tool), Tortoise SVN, Git
Relevant Courses	Deep Learning, Machine Learning for Computer Vision, Multiple View Geometry

EDUCATION

Year	Degree/Certificate	Institute/School, City	CGPA/%
2018 – Present	M.Sc. (Informatics)	Technical University of Munich, Munich, Germany	NA
2013	Bachelor Of Technology, Computer Science	National Institute Of Technology, Jalandhar, India	8.78
2009	XII(CBSE)	Innocent Hearts School, Jalandhar, India	92%
2007	X(ICSE)	SD Model School, Jalandhar, India	90%

EXTRAS

- Received “**Achievement Certificate**” from Samsung for fast learning, consistent performance and taking care of all the issues in my current project with good commitment to learn and deliver on time.