MANDAR MATHURE

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PROFILE

I am a Computer Engineering graduate student at Syracuse University a great interest for Android Application development. I am very passionate and determined about developing consumer friendly mobile applications with rich User Interfaces. As a hardworking individual, I strive to have an excellent grasp over the basics of any technology before going into complex stuff, and I believe this is what makes me stand out and do well as a developer.

EDUCATION

Bachelor of Engineering / Bachelor of Technology, Electronics Engineering

University of Mumbai   Graduated, August 2015
Mumbai, Maharashtra

Master of Engineering / Master of Technology, Computer Engineering

Syracuse University   Expected Graduation, May 2018
Syracuse, NY
United States

WORK EXPERIENCE

Android Developer at Dynagarde, Syracuse, NY, United States   **April 2017 - Present**

- Developing an android application that tracks the location of a Subject Protection Device(SPD).
- Implemented functionality for users to use some pre-defined geofences in-order to monitor the SPD's location.
- Working mainly on developing the User Interface for the application, its user authentication, data storage capabilities and its hardware integration.

SKILLS

As a Computer Engineering grad student I have a good grasp of **Software Development as well as Hardware Design/Performance** fundamentals. Some of my skills include:

➢ C++, C, Java, SQL, PHP, HTML, Android Programming, CSS
➢ VHDL, Verilog, System Hardware Architecture
➢ Design for Testability, Design Verification, TetraMAX
➢ Synopsys Design Compiler, Modelsim, Cadence tools (Virtuoso Schematic and Layout editor)

PROJECTS

Ride On! – A Carpooling Android Application   **February 2017 – May 2017**
✓ An android application that connects users travelling from the same location to a common destination.
✓ The application works on real time data stored in Firebase Database and other user centric information stored in Firebase Storage supported by Google Cloud.

Dependency Based Code Publisher using C++ and HTML   **March 2017 – April 2017**
✓ Developed a repository that manages and publishes source code files as web pages with embedded child links. Each link refers to a code file that the displayed file depends on.
✓ The publisher generates an HTML file for each C++ source file.
✓ The inputs to the publisher are C++ source code files and its outputs are HTML code.

Built a Type-based Dependency Analyzer using C++   **Feb 2017 – March 2017**
✓ The analyzer extracts lexical content from source files and builds a Type Table and an Abstract Syntax Tree.
✓ Dependency analysis is performed on a set of files and the results are written, in XML format, to a specified file.

Implemented a Key/Value Store Database using C++   **Jan 2017 – Feb 2017**
✓ Created a key/value store database using C++ STL containers and an Xml document class which helped to read, write and persist database contents in a Xml file.
✓ The project supported various functionalities like adding key/value pairs, editing text metadata, replacing existing values instance with a new instance and, addition and deletion of relationship with other key/value pairs.
✓ Implemented a query mechanism that supported various queries for the contents of the database.

Design, simulation and synthesis of a CPU using Synopsys Design Compiler   **Aug 2016 – Dec 2016**
✓ Implemented a 16-bit CPU which included a fully functional program counter, controller, registers and an ALU with a shifting function using VHDL. The entire code was synthesized using Synopsys Design Compiler as a final project for the course Digital Machine Design.