

SIDDHARTH UPASE

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EDUCATION

Illinois Institute of Technology, Chicago, USA

January 2023-December 2024

Masters in Computer Science

GPA: 4.0

Coursework: Advanced Artificial Intelligence, Design and Analysis of Algorithms,

Software Engineering, Advanced Database Organization

Maharashtra Institute of Technology WPU, Pune, India

June 2018- July 2022

Bachelor of Technology in Robotics Engineering

GPA: 3.73

TECHNICAL SKILLS

- **Programming Languages:** C#, C++,Java
- **Programming Concepts:** Object-Oriented Programming, Design Patterns, SOLID principles
- **Databases:** MongoDB, AWS, MySQL, MS SQL Server
- **Frameworks and Technologies:** Unity, Unreal, .NET, WPF, ReactJS, NodeJS, Flutter

WORK EXPERIENCE

Research Assistant – Mixed Reality Developer, Illinois Institute of Technology (Chicago,US) March 2023- Present

- Worked as a Research Assistant, focusing on developing a ground-up **Mixed Reality application** tailored for the **Microsoft's Hololens platform**
- Designed and implemented an innovative application that enables construction supervisors to efficiently navigate through complex construction sites, all within confined physical spaces
- Utilized the Mixed Reality Toolkit within the Unity development environment, employing the C# programming language to create an immersive and functional solution

Founder – Funzy Kids Educational Gaming App (Remote)

January 2023-Present

- <https://linktr.ee/supase.funzy>
- As a solo developer I conceptualized, designed, and developed Funzy, a Kids Educational app aimed at fostering problem-solving skills in kids.
- Received the prestigious **Teacher's Approval Batch on Play Store** from **Google** for the application
- Crossed **4000+ organic downloads**
- **Developed over 15 games** from scratch using Unity game engine and C#, implementing various gameplay mechanics and interactive features.
- Collaborated with parents and educators to ensure the alignment of educational content

C# Programmer & Game Designer - Virtuality Pvt. Ltd (Pune, India)

December 2020-February 2021

- Contributed to the development of an edtech application focused on **Augmented Reality** elements
- Rewrote the entire application using **C#, NodeJS, and AWS S3**
- Developed engaging games and interactive content for children's learning
- Optimized the application's performance and user experience
- Successfully implemented AR technology to enhance the app's features and functionality

ACHIEVEMENTS

- Generated over \$7K in revenue through in-game advertisements in my previous games
- Successfully published my Kids Educational App (Funzy) on both the App Store and Play Store, gained 2000+ organic downloads and a teacher's approval batch from google
- Secured 1st prize in Hack Real Time Communication Hackathon organized at IIT Chicago