

# Milind Joshi

+1-323-203-2119 | [milincjoshi@gmail.com](mailto:milincjoshi@gmail.com)

[Github](#) | [LinkedIn](#) | [Portfolio](#)

## OBJECTIVE:

A passionate, curious graduate student who is highly motivated for Technology advancements and has colossal appetite for problem solving. Seeking a challenging position in Software/Game/VR Development.

## EDUCATION & HONORS:

### **Master of Science - Computer Science**

California State University - Los Angeles, USA

Anticipated March 2017

**GPA: 3.5/4**

### **Bachelor of Engineering - Computer Engineering**

Gujarat Technological University, Gujarat, India

August 2009 – July 2013

**GPA: 6.44/10**

## SKILLS:

Programming Languages : **C#, Java**, Python, C, C++, ASP.NET, Servlets, Spring-MVC, Hibernate

Web Technologies : HTML5, CSS3, JavaScript, **Bootstrap 3.0**, Material Design Lite, JSP

Database : Oracle 10g, **MS SQL Server, MySQL**, MS Access, PostgreSQL

Software Tools : Eclipse, NetBeans, Apache Tomcat, Microsoft Office 2013, **MS Visual Studio**, Autodesk Maya, Unity, Unreal Engine, Github

Design Patterns : MVC, MVVM

## EXPERIENCE:

### **Twitter Analysis - Apache STORM, D3.js**

**March 2016 - Present**

- Performing Twitter Analysis for specific hashtags and current Trending topics.

### **Metamorphosis - IBM Watson Services**

**August 2015**

- Developed a Web Application using 1) Text-to-Speech 2) Language Translation services, where input is translated into desired language and then converted into audio.

### **GAPP - Java, JSP, HTML, CSS, Spring-MVC, Hibernate, Postgres SQL**

**January 2016 - March 2016**

- Currently working on an Student Application Management Project

### **Elite Search - Python, Flask, HTML, CSS, Bootstrap, MySQL**

**January 2016 - March 2016**

- Developed a basic Search Engine for Desktop

### **Research Assistant, Lamar University, TX - Unity5, Oculus Rift**

**February 2015 – May 2015**

#### [Project NERV](#)

- Worked as Lead Developer for developing an **Avatar-based game** using **Unity 3.1/4.0/5 platform**
- Utilized **C# and 3D modeling with Autodesk Maya** for building University's virtual environment.
- Lead a team of 3 for creating Virtual Environment for the campus.
- Troubleshooted the Navigation features applied in 3 Dimensions,
- Ported to Oculus Rift, Web, Desktop.

### **Transformer Repair System - Windows Forms, C#, SQL Server 2008**

**June 2013 – December 2013**

- Developed a Windows Desktop Application that digitizes the cost and repair procedure of transformers for Transformer Repairing Industries.
- Worked as Lead Developer, Programmer leading a team of 5 members.
- Supported Customers on Technical Issues.
- Sold application to 100 companies in 2 days.

### **Software Developer Intern at Perfetto Solutions, India**

**June 2012 – April 2013**

#### **Career Guidance System - ASP.NET, C#, HTML, CSS, SQL Server 2008**

- Developed a web application which takes user input based on tests, interests and skills and outputs suggestions for choosing their career path.