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Tanishq Nimale

Objective	Interested to work on challenging problems and learn new concepts and technologies.
Education	2019-2023 B.Tech Computer Engineering, CGPA - 9.86/10 Vishwakarma Institute of Information Technology, Pune, India
Project	• **3D game Engine in Java** using OpenGL, LwjGL and OpenAL. This was my first step towards understanding computer graphics (Link to the project) (Link to Github) • **SHM (Simple harmonic motion) simulator** for virtual Physics Lab(Link to the project). During covid lockdown, my juniors at our college could not conduct physics practical in the lab. That is when me and my physics professor developed a SHM simulator to allow students to experiment it virtually on their computers. (Link to Github) • Miscellaneous Projects : 3D clock using Java, Python Data Science Library, Covid-19 Data Analysis
Publications	Below Patents were filed at US Patent office on6th December 2022, when I was Interning at Integral Ad Science as a part of my research job (Status: Under Review/ not Granted yet) 1. Methods, Systems, and Media for Determining Curved Advertisement Viewability in Virtual Environments 2. Methods, Systems, and Media for Determining Viewability of a Content Item in a Virtual Environment Having Particles 3. Methods, Systems, and Media for Determining Viewability of Three- Dimensional Digital Advertisements, US Patent office 6th December 2022. 4. Methods, Systems, and Media for Providing Digital Advertisers with Improved Context for Dynamic WebPages, (US Patent office 27th March, 2023) 5. Copyright Publication: Efficient Web crawling algorithm to Crawl various app stores and websites (Indian copyright office, August 2023, Status: Granted)
Experience	Intern at Research and Development department at Integral Ad Science, Pune, India July 2022 – May 2023 • Designed and Developed an SDK for Gaming Engines. Filed 4 patents for this work. • Spark streaming data pipeline using Pyspark and Databricks. Associate Software Engineer at Integral Ad Science, Pune, India June 2023 – Present • Design Architecture and building streaming data pipelines in databricks.
Core Competencies	• Problem Solving: Data Structures, Algorithms and System Design • Programming Languages: Java, Python, C#, MySQL, C/C++ • Computer Graphics & Game development: Unity and Unreal game engines • Data Streaming: Spark, Kafka, SQL • Tools: AWS, Docker, Git, Jenkins • Web Crawling, Data Analysis and Mathematics
Extracurricular Activities	Playing Piano, Badminton, Competitive player at FPS (First Person Shooter) game, Solving Rubix cube