4000 SW 37th Blvd, 433D
Gainesville, Fl 32608

NAMAN RAJPAL

(352)-871-0843
namanrajpal16@gmail.com
namanrajpal.github.io

SUMMARY

Full Stack developer having a strong background in object oriented programming. Experienced in using agile methodologies and modern design patterns. **Graduating in December 2017**.

EDUCATION

Master of Science	**University of Florida**	**Spring 2016 – Fall 2017**

- Majoring in Computer Science. GPA: 3.7. *Graduating in December 2017*
- Coursework includes Advanced Data Structures, Programming Language Design, Database Systems Management, Human Computer Interactions, Affective Computing, Dialogue Systems(NLP)
- Active Mentor, Gator VR Club; Academic Achiever Award, 2016;

Bachelor of Technology	**Jaypee University of Engineering. & Tech.**	**Fall 2012 – Fall 2015**

- Major in Computer Science. Cumulative GPA: 7.8.
- Coursework: Data Structures, Computer Graphics, Data Mining, Software Engineering Practices, Algorithms.
- Project nominated for "Student game of the year", Nasscom National Game Developer Conference, 2015.

SKILLS AND LANGUAGES

Languages: **C**, **C++, C#, Java, PL/SQL, javascript;**
Technologies: **Unity3D, .NET technologies/mono (WPF, Gtk#), ASP.NET, RESTful APIs, OpenGL**
Tools: Git**,** Gerrit, Cmake, Jenkins(Continuous Integration), Bash scripting, PowerShell, Visual Studio, Latex.

EXPERIENCE

Summer Intern, SDK & Tools	**Magic Leap,** Plantation, FL, USA	**Summer 2017**

- Worked on Implementing QA strategies, developing integration test suite and testing utilities using Unity3D & C#.
- Worked on enhancing build automation for SDK artifacts along with verifying APIs using C# .NET (mono). Worked with SDETs to develop and provide automation utilities.

Graduate Research Assistant	**University of Florida**, Gainesville, FL, USA	**Fall 2016 – Spring 2017**

- Taught a course on scripting in C# for Unity3D and Game Software Design to over 80 students (spring '17).
- Worked for *Virtual Experience Research Group* during fall'16. Implemented simulated therapy solutions as a part of VA funded project. Implemented evaluation metrics database using SQLite & C# in Unity3D.

Android Trainee	**Oxient Technologies,** Noida, India	**Summer 2015**

- Implemented revised xml layouts and web-service interactions for an android enterprise application.

Intern	**Reliance Games**, Pune, India	**Winter 2014**

- Collaborated with software engineers and QA to profile Issues on an ongoing project.

RECENT PROJECTS

Know your country - RESTful API	**- C#, ASP.NET core MVC**	**Summer 2017**

Developed a Web API exposing data as JSON obtained through government websites as CSV formatted files.

Java – ASM Based Compiler Using Visitor Pattern	**- Java, ASM**	**Spring 2017**

Wrote a scanner, top-down parser and type checker using visitor design to implement a compiler.

FurnitureAR – Metric tool using Augmented Reality	**- C#, Unity, SQLite**	**Fall 2016**

Built to conduct an HCC study, determining impact of AR on product brochures for virtual furniture in real space.

Virtual Environment for Therapeutic Solutions	**- C#, Unity, .NET WPF**	**Fall 2016**

Implemented evaluation metrics database in Unity and external therapist panels using WPF (.Net).

SpeakBuy – Android Based Conversation Shopping Agent	**- Android(java), RESTful API**	**Fall 2016**

Implemented spoken dialogue system with language processing capabilities for Android devices using java.

HCI's Kitchen – Augmented Reality	**- C#, Unity, Vuforia SDK**	**Spring 2016**

Developed a mobile application to enhance food ordering experience using augmented reality solutions.

Rush VR for Google Cardboard	**- C#, Unity, Google Cloud API**	**Fall 2015**

Developed a game using Google Cardboard SD to conduct a study on constrained VR motion.

DevMatch – Team Finder for Student Developers	**- php, MySQL, javascript, HTML5**	**Fall 2014**

Developed within 24 hours for a hackathon using php and MySQL at backend. Selected as best database design.

ADDITIONAL EXPERIENCE AND AWARDS

Senior Mentor, GatorVR: Virtual Reality Developers club at University of Florida
Nominee, Top 5, Student Game of the year: Nasscom Game Developer Conference 2015, Pune, India