

## SUMMARY

Proficient in enterprise software development using advanced modern C++11/14 and C# .NET framework.

## EDUCATION

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

- Major in Computer Science. GPA: 3.66. *Graduated in December 2017*
- Coursework includes Advanced Data Structures, Programming Language Design, Analysis of Algorithms, Database Systems Management, Computer Networks, Affective Computing, Dialogue Systems, NLP
- *Active Mentor*, Gator VR Club; Academic Achiever Award, 2016;
- *Winner*, Best AR/VR & Best Warehouse Map Hack at HackGT, Georgia Tech Hackathon, Atlanta, 2017

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

- Major in Computer Science. Cumulative GPA: 7.6.
- 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++11/14, C#, PL/SQL (Oracle 11g, SQL server, MySQL);*

*Technologies: .net core (asp.net core, EF core, Razor), Qt, ProtoBuf, Flat Buffers, LINQ, Xamarin Forms*

*Tools: Azure, Git, Gerrit, Cmake, Jenkins(CI), Bash, PowerShell, Latex, SVN, AWS Lambda.*

## EXPERIENCE

**Software Engineer** **OM Partners, Atlanta, GA, USA** **February 2018-Now**

- Working on data access framework & inter-service communication framework for Supply chain planning software.
- Implementing optimization strategies using modern C++14 to improve overall supply chain inventory management and logistics.
- Improving caching structure to speed-up data retrieval by 50%.

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

- Worked on enhancing build automation for SDK along with verifying APIs using C# .NET (mono).
- Developed tools that reduced the required testing setup time from 3 man-hours to 1 man-hour.
- Collaborated with SDEs to improve overall release management using feedback from different teams.

**Research Scholar / Instructor** **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 environments in Unity and analytical database using C# & SQLite.

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

- Implemented xml layouts and web-service interactions using retrofit for multiple client applications.

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

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

## RECENT PROJECTS

**Teamo – A team finding platform for students** **- C# asp.net core 2.1, EF core** **Spring 2018**

- Implementing a web app for students to find and post relevant projects to work on.

**Know Your Country- RESTful API** **- C#, asp.net core WebAPI** **Summer 2017**

- Developed REST API - Web service to expose dynamically changing csv files on government servers.

**Java/ASM based Compiler using Visitor Design Pattern** **- Java, ASM, JUnit** **Spring 2017**

- Implemented a Compiler for strong typed grammar based custom language. Created over 150 Unit tests.
- Used Java framework ASM for Byte Code manipulation. Implemented Scanner, Parser and Type Checker.

**Furniture AR – Rating tool using Augmented Reality** **- C#, Unity, SQLite** **Fall 2016**

- Developed Augmented Reality based product brochures. Conducted user study with over 100 participants.

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

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

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

- Developed a game using Google Cardboard SDK to conduct a study on constrained VR motion.
- Published on Google Play Store with 10,000+ hits.