NAMAN RAJPAL

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SUMMARY

Programmer and software development enthusiast proficient in C/C++ and C# .NET technologies. 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: 3.77. Graduating in December 2017
- Coursework includes Advanced Data Structures, Programming Language Design, Database Systems Management, Human Computer Interactions, Affective Computing, Dialogue Systems(NLP), Natural Language Processing
- 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 (Oracle 11g, SQL server), javascript;

Technologies: Unity3D, .NET (WPF,WCF, Winforms), mono, ASP.NET, RESTful APIs, Entity Framework, LINQ

Tools: Git, Gerrit, Cmake, Jenkins(CI), Bash scripting, PowerShell, Visual Studio, Latex.

EXPERIENCE

Summer Intern, SDK & Tools

Magic Leap, Plantation, FL, USA

Summer 2017

- Worked on developing dev tools and Implementing integration test suite applications using Unity3D & C#.
- Worked on enhancing build automation for SDK artifacts along with verifying APIs using C# .NET (mono) reducing required manhours for testing by 50%.

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 for a project funded by UF dept. of VA. Implemented analytical 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.

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ntern Reliance Games, Pune, India Winter 2014

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

RECENT PROJECTS

Know Your Country- REST API

- C#, ASP.NET core, EF

Summer 2017

Lead developer for RESTful API web service providing information fetched from government portals.

Java/ASM based Compiler using Visitor Design Pattern

- Java, ASM, JVM ByteCode

Spring 2017

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

Furniture AR – Rating 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 - Voice Enabled Bot for Shopping

- Android, 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