Nikhil Verma

madebynikhil.com
+1 (585)-209-2778
nikhilnxvverma1@gmail.com
606 - 5, Park Point dr., Rochester, NY, 14623, USA

Education:

- **B.Tech in Computer Science** from Jaypee Institute of Information Technology (2009-2013)
- **Pursuing Masters in Computer Science** from Rochester Institute of Technology (Expected-Dec 2017)

Experience:

- **2 years work experience** as a software engineer at Nucleus Software (2013-2015)
- **Published 4 apps** on the App Store

Skills and Projects:

- **Node.js, Angular2-Typescript, HTML5, Materialize.css, Keystone.js, D3.js:**
    - File Neat: HTML5 based disk utility app made using Angular 2, D3.js and other node based technologies. For more information go to www.fileneat.com
    - Madebynikhil.com: Personal website developed in keystone.js and materialize.css

- **Objective C, Unity, Cocos2D, LibGDX, Box2D:**
    - Recycle Rampage: Developed a recycling game using Unity. Awarded for Best UI/UX in Big Red Hacks 2016 at Cornell University
    - Carry the Flame: A unique physics simulated puzzle game with an inbuilt XML based level editor. Written natively in Objective C and Cocos2D.
    - Sudoku all Solver: Created a Sudoku solving algorithm that can give multiple solutions to incomplete problems. Packaged as an iPhone app.
    - Snakes Ergo: A customizable snakes game with several themes.
    - Laying bricks: Tetris like arcade game on iPhone

- **Java, JavaFX, Spring, Hibernate, Maven, SQL:**
    - Timeshift: Designed and implemented a keyframe based animation editor in JavaFX.
    - Responsible for the setup of a multi module enterprise project in maven.
    - Work experience in Spring, Hibernate and SQL

- Worked in design tools like **Sketch** and **Illustrator** and familiar with prototyping tools like **Framer JS**.

Github: https://github.com/nikhilnxvverma1
LinkedIn: https://linkedin.com/in/nikhilnxvverma1