### Nikit Vaswani

# Software Engineer / Developer

Quality oriented software engineer with problem solving expertise in solving logical setbacks using agile methodologies. An excellent team player and future leader with positive attitude, believes in building relations.

### Education (3+1 Years Exchange Program 2015-19)

**Bachelor of Engineering (Honours) in Software Engineering Athlone Institute of Technology** Athlone / From September 2018 to May 2019

Result-First Class Honors 1.1

**Projects** 

Handwriting-to-Text Converter

October 2018 to April 2019

- Built using machine learning, neural networks, python and Tensor flow.
- A research project that converts handwriting into characters using the neural network which I created and trained to recognize handwritten words, created with python which uses an open source data-set called IAMdataset to detect the word.

**News Paper Delivery System** 

January 2019 to March 2019

- Built using Java, Agile Methodology, SQL, Junit, Test Driven Development on Eclipse IDE.
   This is a team project in an Agile working environment, where I set up the project on Git
- This is a team project in an Agile working environment, where I set-up the project on Git and became the Scrum master of the team.
- Managed the team meetings and used the concepts like user stories, branching, Merging, code coverage, Junit Testing and notification using Slack, Bit-bucket and much more.

Bachelor of Science in Information Technology (BSc IT) Bharati Vidyapeeth University Pune, India / From August 2015 to May 2018

Result - First Class Honors 1.1

**Projects** 

Online Job Portal

January 2018 to February 2018

- Built using php, Codelgniter and MySQL.
- Created a php website to provide facilities to apply for a job online and to create a job opportunity for people making the communication easier between company and the aspirant.
- Consumed an API that helps users to chat with the maintenance team if they face any problems.

Monopoly Board Game

January 2016 to March 2016

- Built using *C language*.
- The game constructed can have 2 to 4 players, each player would roll the dice randomly generating an output between 1 and 6 to move the player. The rules of the game are like the monopoly board game.

Check out my recent projects: Git Hub

## Work experience

Software Developer Vivid Fractal Studios New Delhi / From May 2018 to August 2018

- Benefited the company by creating a software to maintain client records.
- Represented the company to clients for requirement negotiation.
- Designed and created database schema for clients organisation.

.NET Developer (Intern) Indian Railways Catering and Tourism Corporation New Delhi, India / From June 2017 to August 2017

- Team-member of web-services team in the development and designing stages of the lifecycle of a web application which displayed the number of tickets booked as per the instructions from authorized members of IRCTC.
- Negotiated with the director of the company on behalf of the team to make changes in the requirements
- I benefited the organisation in data retrieval process of the web application to receive the data from the live server and display it in a structured and organized format to the authorized members of IRCTC

Web Developer Vivid Fractal Studios New Delhi / From May 2016 to August 2016

- Learned to work in a start-up environment.
- Created certain parts of web-pages for multiple clients using html and css.
- Built a WordPress theme for one client.



### References

Dr. Declan Byrne
Lecturer
Athlogo IT

Athlone IT Email ID: dbyrne@ait.ie

Mr. Aviral Rajput
Software Research Engineer
Software Research Institute - AIT
Email ID: arajput@ait.ie



@nikit10

@nikit\_vaswani