



# PARAG BHATNAGAR

DESIGNER  
DEVELOPER  
ILLUSTRATOR

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## EDUCATION

### YALE-NUS COLLEGE 2013-17

B.S. Math and Comp Science  
GPA: 4.2 / 5.0

YNC\_Hacks: President and  
Co-Founder  
Visual Arts Society President

### YALE UNIVERSITY 2016

Yale VISP Programme

### ANGLO-CHINESE JC 2011-12

6 As at A Levels (Sc. Stream)

Oratorical & Debate Society  
Outstanding Service Award

## COURSEWORK

Data Structures & Algorithms  
Software Development  
Operating Systems  
Human-Computer Interaction  
3D Fabrication Techniques  
Digital Animation  
Computer Vision

## SKILLS

### PROGRAMMING

Front-End Web Development  
using frameworks (AngularJS /  
ReactJS, React Native) and  
Back-End using NodeJS

Python - Machine Learning  
Data Analysis and Web Dev  
(Django, Flask) in Python

Proficiency in Java, OCaml, R, C

### DESIGN SOFTWARE

Photoshop, Illustrator, inDesign  
Premiere, After Effects,  
3DS Max, 3DS Maya, Blender,  
Balsamiq, Sketch

### LANGUAGES SPOKEN

English, Hindi, Bengali

## INTERESTS

Improvisational & Stand-up  
comedy, Science Fiction &  
Graphic Novels, Languages,  
Accents & Linguistics

## WORK EXPERIENCE

### 2018-PRESENT HASTE TECH FRONT-END DEVELOPER

Leading the development of the Android and iPhone applications by Haste - a data driven shopping application allowing shoppers to skip the cashier queue, and allowing merchants to improve inventory and promotion management using machine learning

### 2016-2017 DINAR DIRHAM FRONT-END ENGINEER

Designed and developed visual assets for the company, including the corporate web page and the front end for the cryptocurrency trading platform

Corporate Webpage URL: <https://www.dinardirham.com>

Cryptocurrency Wallet URL: <https://www.universalblockchains.com>

### MAY-AUG 2015 KULICKE & SOFFA BUSINESS DEVT INTERN

Invented a real-time fire-detection system using machine learning and computer vision trained on thermal footage. The product received a patent under review on Automated Fire Detection & Suppression Systems (US - 183467-3169, China and Singapore) and was awarded SGD 10000 in the form of the NUS Practicum grant to develop the product

### 2013-2016 SUSTAINABLE LIVING LABS FACILITATOR

Advised and assisted teams at hackathons. Helped them develop and polish ideas, create viable business models and assisted with technical execution of ideas.

## SELECTED PROJECTS & ACHIEVEMENTS

### OCT 2017 GOOSEBUMPS: SENSORY SUBSTITUTION USING SERVOS CO-AUTHOR

Designed and implemented a hardware to wetware solution to provide realtime haptic feedback, effectively substituting visual information with haptic thus allowing a user to drive a car in a racing game while blindfolded. Project won first place at NUS Hack & Roll 2017, and was presented at the 2017 ACM International Conference on Interactive Surfaces and Spaces

Hack & Roll 2017 Project URL: <http://devpost.com/software/sensex>

ACM 2017 Paper URL: <https://dl.acm.org/citation.cfm?doid=3132272.3132293>

### APR 2017 EFFECTS OF DISTRACTION ON HAPTIC PERCEPTION SENIOR CAPSTONE

Investigated the effects of auditory and haptic distractions on haptic feedback perception. Found significant effects of in both domains and used them to create distraction-resistant haptic feedback patterns

### AUG 2015 ELECTIONNAIRE CO- CREATOR

Designed a website that helps Singaporeans determine which political party thinks like them. Received over 671k page-views and had over 180k unique users in 1 week.

URL: <https://electionnaire.info>

### AUG 2013 IDEASING #STARTINGUP2013 WINNER

Built a product that managed cyber-addiction in children and incentivized studying through the process of gamification. Product was voted the crowd favorite and won SGD 5000

## AWARDS

### 2013 GEORGETTE CHEN STUDY AWARD RECIPIENT

### 2012 SCHOLASTIC ACHIEVEMENT AWARD (6 As AT A LEVELS)

### 2010 PETER TAN THUAN TECK AWARD (8 A1s AT O LEVELS)

### 2009 A\*STAR INDIA YOUTH SCHOLARSHIP