

EDUCATION

CPI: <b>7.57</b>	<b>87.63%</b>	<b>89.45%</b>
B. Tech, Information Technology	Diploma in Computer Engineering	S.S.C
VJTI, Mumbai (2015 – 2018)	V.E.S Polytechnic (2012 – 2015)	A.E.S High School (2012)

EXPERIENCE

Barclays – Developer

July 2018 – Present

- Automated the Stubs Pipeline in the team by developing a Generic Stub Tool making the Stub development and API Testing more simpler, easier and highly efficient, doing so within 1/20<sup>th</sup> the usual time. It uses a single generic controller which accepts a range of request queries configured via a xml-based config file. The tool allows users to manipulate configuration and data in runtime for stub calls and also provides a UI for manipulation built in ReactJS. Received Barclays Recognition Program (BRP) Award for developing this tool.
- Worked on Third Party Access (PSD2) Payment APIs where I wrote API Calls, Controllers, Business Logic. Also design the RAML and enforced high code reusability in the process for which I was recognized by colleagues globally for timely deliveries and code quality via Barclays ‘Thank You’ program.
- Resolved over 350 critical memory level Heap Inspection, Cross Side Scripting (XSS) and CSRF Security Vulnerabilities in the system.
- Fixed a production level live security issue in the project in a very short period of time. Received Barclays Values Award for Excellence and Service for the Same.

LANGUAGES & TECHNOLOGIES

- Programming Languages: Java, Kotlin
- App Development: Android, Unity Game App, ReactJS
- UI/UX Designing, Photoshop CC, Adobe XD, Git, Jenkins
- IDEs: Android Studio, IntelliJ Idea, XCode, Unity3D, Visual Studio

PROJECTS

SwiftyDraw – A ML Game

January 2019

- SwiftyDraw is an Open Source ML Game based on Doodling where the game uses pretrained neural network to recognize the sketch task and reward for the same based on how the sketch is drawn. The game becomes harder as you play to make it more challenging.
- Technologies Used: Kotlin, Python, MobileNet Model (Depthwise CNN)

Meteor Blitz – Android Game

December 2018

- Meteor Blitz is an engaging android game that surrounds around surviving meteor attacks on a distant planet. The game shines with its minimal and intuitive gameplay which uses modern UX and Prefabs with Instinctive Game Controls & Virtual Particle System.
- Technologies Used: C#, Unity Game Engine

Scribber – Notes App

November 2018

- Scribber is a quick and simple notes app connected to cloud and syncs across devices using your google account. It allows users to secure notes using fingerprint, format text with formatting tools, pin notes to notification, create widgets, make checklists, light/dark themes.
- Technologies Used: Kotlin, SQLite, Fingerprint API, In App Billing API, Firebase (Authentication & Realtime Database)

Permissions Handler

May 2017

- An Open Source Module/Library that simplifies the Android Runtime Permissions Integration in App. It allows developer to request Multiple Runtime Permissions at once and also checks the validity of Permissions in background.
- Technologies Used: Kotlin

Material About

June 2016

- Developed a Custom About Template Layout in Material Design making it easier for anyone to add About Screen in their Android App with very little customization in minutes. It also adapts itself to change layouts based on screen sizes and device orientation.
- Technologies Used: Java, XML

HOBBIES & INTERESTS

- Designing User Interfaces ([YouTube Channel – UI Bytes](#)), App Icons & Wireframes
- Interested in Smartphones & Curious about its Technology and a keen Space follower
- Watching Formula 1 and Playing Formula 1 Games

ACHIEVEMENTS & HACKATHONS

- Received Barclays Recognition Program (BRP) Award for developing a Generic Rest Stub API Testing Tool
- Received Barclays Values Award for Excellence and Service for resolving a critical live issue in PSD2 Project.
- Recognized by colleagues globally for code quality, timely deliveries and stewardship via Barclays ‘Thank You’ Program
- Secured 7<sup>th</sup> from 112 Participants in Credit Suisse Code IT Hackathon for developing a Stocks App in 2 Days
- Secured 3<sup>rd</sup> Place in Code Swap in Technovanza Held in VJTI 2015.
- Runner Up in Tech Wizard Competition Organized by Mahindra Group for consecutive 2 Years in 2013, 2014.