

# PRATIK GOSWAMI

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## SKILLS

Programming:	Python, Java, C++, C
Web Development:	HTML, CSS, JavaScript, JQuery, Twitter Bootstrap, Django, SQL
Mobile Development:	Android, Kotlin
Game Development:	Unity using C#
Middleware:	IBM Integration Bus, Websphere Message Broker, Websphere Message Queue, ESQL
Cloud Technologies:	Amazon Web Services
Tools:	Sublime Text, VS Code, Jenkins, Soap UI, Postman, Photoshop, Git

## WORK EXPERIENCE

**IBM, Associate System Engineer (Enterprise Application Integration)** Oct 2016 – Feb 2019

- Created efficient solutions to Transform and Transmit messages in between several end systems using IBM Integration Bus, Websphere Message Broker and Websphere Messaging Queues.
- Designed a solution to Automate Builds and Deployments using Jenkins, Soap UI Apache Ant Scripts & Bash Scripts to improve deployment time by approximately 30 minutes.

**Tata Consultancy Services, Summer Intern** Jun 2015 – Jul 2015

- Tested an Internal Research Workflow Tool using TCS MasterCraft Tool to identify visual and functional bugs.

## EDUCATION

**University of Washington, Bothell** Sept 2019 - Present

Masters in Computer Science & Software Engineering

Bothell, Washington, United States of America

Relevant Courses: Mobile Computing, Software Architecture, Advanced 3D Computer Graphics, Research Methods

**Techno India, Salt Lake** July 2012 - May 2016

Bachelors in Technology in Computer Science & Engineering

Kolkata, West Bengal, India

Relevant Courses: Data Structures, Algorithms, Networking, Computer Architecture, Object-Oriented Programming, Database, Computer Graphics, Operating System

## RELEVANT PROJECTS

- Mood Journal Application**  
Designed and developed an Android app using Kotlin that aims at helping users log their daily moods/emotions with the context, self-reflect on the analysis of their journal entries to improve their overall emotional health, and provide valuable insight into the user's moods when consulting a professional.
- Space Rescue Game**  
Developed a short space-based game using Unity Game Engine, having 3 levels of increasing difficulty where the player controls a space craft destroying or avoiding obstacles to get to the goal planet.
- Cube Runner Game**  
Developed a short 3D game using Unity Game Engine, having 3 levels of increasing difficulty where the player controls a cube to travel across a track avoiding obstacles to get to the finish line.
- Ant Colony Optimization for Travelling Salesman Problem**  
Implemented Ant Colony Optimization for Travelling Salesman Problem and parallelized it using Java MPI.
- Personal Website** (<http://prtkgoswami.github.io>)  
Designed a website to cater as an extended online resume using HTML, CSS and JQuery.
- Personal Repository** (<http://prtkgoswami.github.io/repo>)  
Designed a website to showcase my web development projects using HTML, CSS and JQuery to run.

## **ADDITIONAL EXPERIENCE**

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### **Microsoft Student Partner**

Oct 2014 – May 2016

- Selected as a Microsoft Student Partner/Ambassador for my School.
- Conducted Seminars and Workshops to educate fellow students in Microsoft Technologies, basic web development and basic programming.
- Conducted programming competitions for College Technology Festivals where more than 50 students competed.
- Attending the Microsoft Student Partner Summit 2015 held at Bhopal, Madhya Pradesh, India.