

 $\times$ 

divyangpradeep@gmail.com

+91 7838786206

0

New Delhi, India

in

linkedin.com/in/divyangpradeep-pal

()

github.com/retrogeek46

M

medium.com/@divyangprad eep

# TECHNICAL SKILLS

C#

Python

Flask

SQL Server

NodeJS

Git

Linux

Unity3D

#### **INTERESTS**

Music

Guitar

Reading

Video Games

Open Source Software

# Divyang Pradeep Pal

Software Engineer

Adaptable professional with 2+ years of experience and a proven knowledge of backend development, database design and programming. Aiming to leverage my skills to successfully fill the Software Engineer role at your company.

#### **WORK EXPERIENCE**

### **Associate Software Engineer**

Royal Datamatics Pvt Ltd (Bluekaktus)

07/2019 - Present

Achievements/Tasks

- Created backend architecture for a dashboard screen using Python(Flask) and NodeJS and deploy on Linux environment.
- Designed a complete backend solution for a mobile app used in data entry using .NET Web API 2 with database integration.
- Worked on a chatbot using Rasa framework for FAQ's and data queries/entries.
- Created a machine learning model for performing costing of a garment based on keywords and deploy using Flask.

## Intern (Unity3D Developer)

Nayi Disha Studios

06/2018 - 07/2018

Achievements/Tasks

- Made an android plugin for Huawei IAP support in Unity and integrating with existing projects.
- Worked with face detection using Firebase ML-Kit to enable mask/filter addition in AR apps.
- Collaborated with the members of the core Game Development Team.

#### **PERSONAL PROJECTS**

Rasa-Unity

- Building a chatbot using Rasa and integrating it with Unity3D.
- Creating Medium articles documenting the process.

#### **Beat Detection**

A Unity3D program to find the beats present in an audio file using FFT's and variance.

#### **KeyPress**

- Unity3D project to be used as a desktop wallpaper with Wallpaper Engine.
- Shows the current keystrokes on your desktop.

#### **EDUCATION**

### B. Tech.

Delhi Technological University

2015 - 2019

Courses

Mathematics and Computing