Divyang Pradeep Pal
Software Engineer

Adaptable professional with 2.5+ 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.

✉ divyangpradeep@gmail.com

📱 +91 7838786206

📍 New Delhi, India

in linkedin.com/in/divyang-pradeep-pal

🐦 twitter.com/retrogeek46

github.com/retrogeek46

medium.com/@divyangpradeep

TECHNICAL SKILLS

`C#` `Python`

`Flask` `SQL Server`

`NodeJS` `Git`

`Linux` `Unity3D`

INTERESTS

`Music` `Guitar`

`Reading`

`Video Games`

`Open Source Software`

WORK EXPERIENCE

Software Engineer
Royal Datamatics Pvt Ltd (Bluekaktus)

07/2019 - Present

Achievements/Tasks

- Designed and implemented backend infrastructure for an application with 100+ inserts/sec and real-time dashboards for the same.
- 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 deployed 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.

PERSONAL PROJECTS

Beat Detection (https://github.com/retrogeek46/Beat-Detection---Unity)
- A Unity3D program to find the beats present in an audio file using FFT's and variance.

Rasa-Unity (https://github.com/retrogeek46/Rasa-Unity)
- Building a chatbot using Rasa and integrating it with Unity3D.

KeyPress (https://github.com/retrogeek46/KeyPress)
- Unity3D project to be used as a desktop wallpaper with Wallpaper Engine which shows the current keystrokes on your desktop.

EDUCATION

B. Tech.
Delhi Technological University

2015 - 2019

Courses

- Mathematics and Computing

12th
Navy Children School, New Delhi

2015   *90%*

10th
Navy Children School, New Delhi

2013   *10 CGPA*