

Rahul G

aindwal

SOFTWARE ENGINEER &
UI/UX DESIGNER

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WORK EXPERIENCE

- **UI/UX Developer at Agrii Prince**
Part-time as the UI/UX Developer (September 2018-Present)
- **Software Engineer at RSVR Tech**
Full-time Internship as the Software developer (June 2018-September,2018)
Contributed to CV management tool called Reculta for web and mobile
- **UI/UX Designer at Venturesky**
Full-time Training+Internship (October 2017-January 2018)
 - Developed 2 Android apps and landing website
 - Worked with multiple teams, simultaneously
Worked as a team member across Android and Web development.

PROJECTS

- Developed an APK extractor app
(May 2018)
- Management & Development of a Wine-Store Database
(April 2018)
- Worked with my professor and fellow classmates and developed a color teaching app for kids
(July 2017)
- Developed a Stopwatch app using chronometer & implemented Material Design
(December 2016)
- Led the development of an Encryption program in C++, implementing the Caesar cipher (Team size-4)
(December 2015)
- Crafted a programmable, mechanical keyboard from scratch
- Creating 3d assets and renders using Blender 3d
 - Beginner "donut" render
 - A cave render with textures

AWARDS & ACHIEVEMENTS

- Google Cloud Certification (Sept, 2018)
- Secured consolation prize at the Senior Programming, Silico battles v10.1 (2014)
- Secured 1st Rank in National Science Olympiad school level (2011)
- Secured 1st Rank in National Cyber Olympiad school level (2010, 2009, 2007 & 2005)
- Secured 2st Rank in National Cyber Olympiad school level (2010)

EDUCATION

- **Bachelor of Engineering in Computer Engineering**
Netaji Subhas Institute of Technology, New Delhi (2015-2019) CGPA-6.4
- **Senior-Secondary Education**
Universal Public School, New Delhi (2003-2015) XII-93.4% X-85.5%
- **Pre-Primary Education**
Lilawati Vidya Mandir Sr. Sec. School, Shakti Nagar (2000-2003)
- **Android Development Course**
Coding Blocks (2017)

SKILLS

- Android development
(With Material design)
- UI/UX mockups with Adobe Illustrator & Xd
(Wireframing and Flow of Android apps)
- Web development (HTML & CSS)
- Angular 6 (Single Page Applications)
- Icon Designing & illustrations
- Logo Animation (Adobe suite & shapeshifter)
- C++
- Data Structures
- Traditional Artist (pencil on paper)
- C# (Learning with Unity Engine)
- Flutter Framework (Learning to develop cross-platform app)

ABOUT ME

An aspiring Engineer
A developer, designer, and an enthusiast learner
A classical musician, DIY-er who Listens first; Thinks and then Reacts.

Questions everything.