

# Rahul G

# aindwal

PRODUCT DESIGNER &  
SOFTWARE DEVELOPER

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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

- Designed a 60% keyboard pcb and its case.  
(Jan 2019)
- 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

## 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)

## EDUCATION

- **Bachelor of Engineering in Computer Engineering**  
Netaji Subhas University of Technology, New Delhi (Formerly NSIT)  
(2015-2019) CGPA - 6.4
- **Senior-Secondary Education**  
Universal Public School, New Delhi  
(2003-2015) XII - 93.5%  
X - 85.5%
- **Pre-Primary Education**  
Lilawati Vidya Mandir Sr. Sec. School, Shakti Nagar  
(2000-2003)
- **Android Development Course**  
Coding Blocks  
(2017)

## SKILLS

- C++
- Data Structures
- 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)
- Traditional Artist (pencil on paper)
- C# (Learning with Unity Engine)
- Flutter Framework (Learning to develop cross-platform app)

## COMPETITIVE CODING

- InterviewBit (/rahul\_gaindwal) - Rank 28547
- CodeChef (/pro\_assassin)
- HackerEarth (/@r.gaindwal)
- Codeforces (/r.gaindwal)
- Leetcode (/rgaindwal)