Ritam Sarmah

Software Developer

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EDUCATION

University of California, Los Angeles
ANTICIPATED 2019
B.S. in Computer Science (GPA: 3.61)

EXPERIENCE

iOS Application Developer Intern, Kypher
APRIL – AUGUST 2017

- Assisted development and testing of an encrypted messaging iOS app in Swift
- Integrated account handling and messaging capabilities using RESTful API
- Improved team productivity by implementing new communication and development software into workflow

Support Technician, UCLA SSC
APRIL 2016 – PRESENT

- Troubleshoot and maintain campus workstations and networks
- Collaborate on a team to diagnose software and hardware issues, and deploy solutions
- Utilize interpersonal skills to assist faculty and students with technical issues

SKILLS

Languages: C, C++, Swift, Objective-C, Python, JavaScript, HTML/CSS, SQL

Software: Xcode, Interface Builder, Visual Studio, UNIX/Linux, Sketch, Git

Other: iOS SDK, MVC, JSON, RESTful APIs

PROJECTS

CineSearch (Objective-C)
Developed an iPhone app for movie discovery, search, and recommendation by using The Movie Database API and leveraging various open source libraries.

Cal Scheduler (Python)
Built a chat assistant that helps create calendar events with natural language, using the Google Calendar and Microsoft LUIS APIs. Implemented GUI with Kivy.

3D Ski Simulator (JavaScript)
Developed a single-player endless runner/skiing simulator using WebGL.