

SACHIN MOHITE

MCA (Mgt)
B. Sc (Physics)

Mobile: 9372744039
sachin.mohite@gmail.com

WORK EXPERIENCE	
Mobile Application, Games: iOS, Android, HTML5, BREW, J2ME, PHP5	6+ Years of experience
1. Company: SmartCloud Infotech Pvt. Ltd, Pune. Duration: Oct 2012 To till date ROLE/RESPONSIBILITIES: I am working as Technical Manager <ul style="list-style-type: none">- Designing higher level frameworks/architectures of all Applications/Games- Conducting intermediate code reviews and code audits.- Addressing Technical issues faced by Development Team- Upgrading Development Infrastructure- Designing and implementing processes	
2. Company: EA Games (India) Pvt. Ltd, Hyderabad. Duration: Mar 2010 To Oct 2012. ROLE/RESPONSIBILITIES: I was working as a Software Engineer - II with Core Technology Group . <ul style="list-style-type: none">- Leading Device Support Operations.- Research, Development and Enhancement of the productivity Tools- Addressing the Device Related issues faced by the Engineering Team	
3. Company: Jumpgames Pvt. Ltd., Pune. Duration: Jun 2007 To Mar 2010 ROLE/RESPONSIBILITIES: I was working as a Game Engineer with the Games Development Team . <ul style="list-style-type: none">- Managing End-to-end game development cycle.- Porting Mobile (BREW), J2ME to BREW Cross platform porting- Overlook On-site testing at Reliance/Tata end, pre TBT and actual TBT- Mentoring Juniors, conducting training sessions	
4. Company: Covelix Pvt. Ltd., Pune. Duration: Jan 2007 To Apr 2007 ROLE/RESPONSIBILITIES: I was working as a Trainee Software Engineer .	

SOFTWARE EXPOSURE

OPERATING SYSTEMS:	Windows 2008/Server, MAC OS, Android, Linux RedHat/Ubuntu
PROGRAMMING LANGUAGES:	C, C++, Objective C, C#, Unity 3D, HTML5, PHP, JavaScript, Core Java, J2ME, BREW, Android API
DATABASES:	MySQL, SQLite, Oracle9i
DEVELOPMENT TOOLS AND FRAMEWORKS:	BTIL, PhoneGap, Xcode 4.5, JQuery, Sancha Touch, Cocoa2D, Box 2D, Game Salad, Unity Editor
IDEs:	Visual Studio 2012, Eclipse Juno
CONTENT MANAGEMENT SYSTEM:	Joomla, Drupal, WordPress
WEB SERVER/CONTAINER:	Apache2.2, Tomcat
HOSTING:	AZURE, AWS, other Linux and Windows Host services
REPOSITORIES:	Tortoise SVN, Visual SVN, Perforce, VSS
AUTOMATED BUILD SYSTEM:	Jenkins/Hudson, Build Monkey

EDUCATIONAL QUALIFICATION

DEGREE	SCHOOL/COLLEGE	YEAR	MARKS	CLASS
MCA	Pune University	2007	65.00%	First Class
B. Sc. (Phy)	Pune University	2004	57.00%	HigherSec Class
H.S.C (12 th)	Nashik Board	1998	67 %	First Class
S.S.C (10 th)	Nashik Board	1996	68%	First Class

APPLICATIONS

iPhone

Printer on WAN

TECHNOLOGIES: Objective C, PHP5, MySQL

DESCRIPTION: I designed this solution for a requirement put forward by our client. Using this we can give print job on the registered printers across WAN through your iPhone.

Android, Windows, iPhone	Nirbhaya – Be Fearless
TECHNOLOGIES:	Android 2.x, 4.x, Windows Phone 7, Objective C
DESCRIPTION:	We developed a mobile application "NIRBHAYA" - Be Fearless - to help you in case of emergency with one single click. We designed it in such a way that calls and message features will be available on the screen as Widgets. Messages will also contain Geo Location and Google map Link. We are planning to implement ShakeNRun for emergency situations.
	http://www.smartcloudinfotech.com/nirbhaya.html https://play.google.com/store/apps/details?id=com.smartcloud.nirbhaya
Android	HomeCurry
TECHNOLOGIES:	Android, HTML5, PHP (Web Services), Linux
DESCRIPTION:	This is the application which is used to enter some dummy news details and which is converted into the funny headlines.
	https://play.google.com/store/apps/details?id=com.smart.home#?t=W251bGwsMSwxLDIxMiwiY29tLnNtYXJ0LmhvbWUiXQ..
iPhone, iPad	Origin (User authentication and micro transaction)
TECHNOLOGIES:	C/C++, Objective C, iOS
DESCRIPTION:	Origin is your new digital playground or digital store. We handled authentication and Micro Transaction module for iPhone and iPads.
Android	ADeSuFF (Automated Device Support for Flight)
TECHNOLOGIES:	C#, PHP, J2ME, Android
DESCRIPTION:	We automated the Device Support process under my team. This increased overall efficiency of the team by almost 3times. We were able to decrease the SLA from 1day to just 3Hrs.
BREW	InGeCT (Interrupt Generator for Call Testing)
TECHNOLOGIES:	COM, BTIL, BREW 3.1.x
DESCRIPTION:	We designed this application to send the Interrupts to the BREW handsets. We designed desktop application using BTIL APIs which can detect the handsets through data cable. We were able to send the Suspend/Resume interrupts to the handsets.
Crawlers	Web Crawler for Search Engines
TECHNOLOGIES:	PHP, MySQL, RedHat Linux
DESCRIPTION:	We designed this Crawler for Findology.com

GAMES

BREW 3.x	The Vampire's Assistant
TECHNOLOGIES:	C/C++, BREW API on All Verizon handsets
DESCRIPTION:	It's a Universal network game designed to promote recently released movie 'The Vampire's Assistant'. http://forum.ucweb.com/forum.php?mod=viewthread&tid=44914
Android	Ro Sham bam
TECHNOLOGIES:	Android, Bump API.
DESCRIPTION:	Two-player game based on Bumping of Android, iPhone devices
J2ME to BREW	UFO Joe(Miniclip.com)
TECHNOLOGIES:	Visual Studio 6.0, BREW API, And J2ME
DESCRIPTION:	There is a character named Joe who is flying a UFO. He is supposed to pick up assigned objects and come back to base before finishing the Fuel or Energy. He is flying it at different locations such as Earth, Moon and a Virtual Planet.
BREW	ICC'2008 Cricket
TECHNOLOGIES:	C/C++, BREW API
DESCRIPTION:	This is a cricket game designed for ICC'08 Champions trophy.
BREW	Fidothon - I
TECHNOLOGIES:	C/C++, BREW API
DESCRIPTION:	This is a Social Awareness Game. Fido is a character who runs throughout the world to spread a word about Global Warming. Game Player is supposed to cross the obstacle and continue running.
BREW	Chhota Bheem
TECHNOLOGIES:	C/C++, BREW API
DESCRIPTION:	This game was based on the TV Serial on Chhota Bheem.

Other Achievements

- Founder and President of a NGO named Samidha, (www.samidha.org).
- 'Backstage In-charge' for 'VIT CULTURAL GROUP'.
- Organized National Level Workshop on 'Mini & Micro Air Vehicles' at IEL.
- Represented College in Inter Collegiate TT Competition