YASH AHUJA

CONTACT



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TECHNICAL SKILLS

- ◆ Android Development : Java, Core, Kotlin
- ◆ Languages : C#, Clojure, ClojureScript, Emacs Lisp, Java, Adv. Java, HTML, CSS, JavaScript
- ◆ Tools: Unity3D, Firebase, Vuforia SDK, Mapbox SDK, Facebook API, Google API, Google Maps API, Instamojo API, Spacemacs, Orgmode
- Databases: MongoDB, MySQL, SQLite3, MsSQL
- ◆ Frameworks & Libraries : React Native, Expo, Materialize, re-frame, re-frisk, ReactNavigation, Semantic UI, Material Design Support Library

SOFT SKILLS

- Creative and Innovative problem solver
- Always love to lead people by example
- ◆ A great Team Player, believe in team output; total team output is always greater than personal output
- ◆ Responsible and Reliable person in times of need.
- Can handle release pressures and still deliver on time
- ◆ Eager, quick and tenacious to learn new technologies and other things
- A great student and love to teach / share knowledge to peers / partners

¥ SUMMARY

A creative person always flooded with innovative ideas; an enthusiastic, quick and eager learner, with lots of love and experience in mobile development (Android + React Native), trying to solve real word problems with the aid of mobile technology available to masses on their fingertips.

ACHIEVEMENTS

- Published 2 Papers in Springer (ICTIS 2017 and ICTCS 2017).
- Analysed FB Data and Airline Schedules in Data Analytics using R Programming in Summer School of July 2016.
- Being the Core Organizer of Lan Gaming Committee of our Techfest PRAXIS un 2014, '15 and '16 brought the highest number of participants and highest income (50% of the total fest income) from a single portfolio while managing the first ever biggest Lan Gaming Committee (45+ members) in 2016.
- Created unique fun events and also rebuilt the ISTE V.E.S.I.T. App during my tenure as a member of Planning & Management (PnM) Cell of ISTE VESIT in 2015-16.
- Made an aggregator type business model to solve the social issue of students not getting proper counselling and pitched it to major VCs (including Google) when I was a part of the first ever India's Next 40 Entrepreneurial course in Jul-Aug 2015.
- Was one of the few initial members who kicked off the development of ROMs and Themes for Samsung Galaxy Y Duos at xda-developers in 2011, '12 and '13.



WORK EXPERIENCE

UNITY3D GAME DEVELOPER AND DESIGNER

Mar 2018 - Present

MINDSEED

Immerz Math: An AR & GPS based game to teach the importance and the relevance of Mathematics in real life to students and break the stigma that mathematics is tough and remove its fear.

- Build a game from Scratch using Unity3d using Vuforia, Mapbox SDKs and Google & Facebook APIs
- Launched a pilot release for 30 students in April
- Implemented Multiplayer team mechanics for missions to encourage teamwork and competition
- Able to trace student locations and make vaults visible only at specified locations
- Generated Reports based on using Unity provided and data Analytics

FULL STACK DEVELOPER

Jul 2017 - Feb 2018

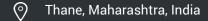
MINDSEED

Immerz English: A cross-platform app which was coupled with a physical kit to aid parents teach their children English and enhance their communication skills.

- Built from scratch a cross-platform app in bleeding edge technology React Native with open source tool-chain Expo
- Written whole code in functional programming language clojure & clojurescript supported by Mongodb databases
- Implemented In-App purchases using Instamojo Payment Gateway
- Integrated OTP, email and login using Facebook & Google
- Generated student learning curve reports from the analytics of data collected

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EDUCATION

◆ B.E in Computer Science V.E.S. Institute of Technology, Mumbai University June 2013 – May 2017

♦ H.S.C in Science K.C. College, Churchgate, Maharashtra State Board July 2011 – Mar 2013

PUBLICATIONS

◆ "En-SPDP: Enhanced Secure Pool Delivery Protocol" For Food Delivery System Information and Communication Technology for Intelligent Systems (ICTIS 2017) - Volume 2 Springer SIST Series - Volume 84

 Performance Analysis Of "En-SPDP: Enhanced Secure Pool Delivery Protocol" For Food Delivery Network
 Information and Communication

Technology for Competitive
Strategies (ICTCS 2017)
Springer LNNS Series

INTERESTS









Reading Music TV Series

Travel

PROJECTS

POOL DELIVERY SYSTEM: RESTAURANT FOOD DELIVERY SYSTEM

Jul 2016 - May 2017

B.E. Final Year Project.

- Developed a Location Based Pooling Algorithm for our Pool Delivery System
- Created an enhanced custom version of S.E.T. Protocol consisting of 9 different phases
- Created 3 Android Apps Customer, Hotel & Delivery to be given to different clients
- The whole system was backed by php-myadmin backend

I.S.T.E. V.E.S.I.T

Jul 2015

EXTRA CURRICULAR

- The official app of I.S.T.E. helps users knows about the on-going activities, events, scores, leaderboards and updates of the Society in VESIT
- Rebuilt from scratch the whole app
- Revamped the whole UI following material design guidelines Published in Google Play

MY WEATHER

Apr 2016

INDIVIDUAL

- Weather App to fetch current weather of entered location from openweatherapi.com
- Learnt the concept of JSON Parsing & data retrieving

POKETPA

Aug 2017

INTERNSHIP

- Personal Assistant App which shows all the events happening nearby
- Created a vertical view pager to show events fetched from online data source with categories

SAM : SIMPLE ANDROID MEMO

Mar 2016

INDIVIDUAL

- An app for creating, editing and sharing text Memo's
- Explored SQLite3 to store user data
- Implemented color themes on per Memo basis

NOTEPAD

Mar 2016

B.E. M.C.C Project

- A Simple Notepad App for creating, fetching, deleting, editing simple text files
- Also provided the feature of exporting text files in a specified location in storage

STUDYLEAGUE

Sep 2015

EXTERNAL

- Designed UI interface for the Android app
- Developed a prototype for the same in Android Studio following Material Design Guidelines

ORMS : ONLINE RETAIL MANAGEMENT

Jul 2015 - Apr 2016

SYSTEM

B.E. THIRD YEAR PROJECT

- Sem 5: Developed a simple website for managing retailer accounts, stocks, bills etc. using HTML, CSS AND JS.
- Sem 6 : Carried forward the same project to create a Distributed DB System and learn its concepts