






# 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, Org-mode
- ◆ **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 and quick 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 APIs
- 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-mysql backend

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

Jul 2015

### EXTRA CURRICULAR

- The official app of I.S.T.E. helps users know 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 openweathermap.org
- 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 SYSTEM

Jul 2015 – Apr 2016

### 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