SHASHANK BHUSHAN

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EDUCATION

Institute	Degree	Year
Indian Institute of Technology Kanpur	B.Tech. Mechanical Engineering	2017
Don Bosco Academy Patna	Indian Certificate of Secondary Education (ICSE)	2010
Shiv Jyoti Kota	All India Senior School Certificate Examination (CBSE)	2012

PROFESSIONAL EXPERIENCE

HAIKUJAM TECHNOLOGY PVT LTD | SOFTWARE ENGINEER

(July 2017 to present)

- Re-architected the complete app with MVP framework standards, incorporating use of Rx-Java, Dagger and Retrofit
- Optimised the app to have good performance in low bandwidth network, a low start time and very less apk size
- Added analytics event throughout the app to monitor user dropoffs, engagement, API failures, crashes and A/B test
- Implemented reusable components in app to made development cycle faster and implementation of test case easy
- Oversaw Branch deeplink and inapp and push notification handler throughout the app while maintaining navigation stack
- · Made Facebook chat-head like funcitionality using background services for jamming outside app hence increasing engagement
- Help the team to

HACKERRANK (INTERVIEWSTREET TECH PVT LTD) | SOFTWARE DEVELOPER INTERN

(May 2016 to Jul 2016)

- Re-architected the android app to fit MVC framework and ingeniously resolved 'Loss of State Error' created by android system
- Wrote JUnit tests using Espresso framework to test different apps with a specifically framed problem statement
- Implemented over a 100 snippets including graph, search and sort algorithm in Swift language latest version
- · Worked on android cloud emulator to run JUnit test in Ruby on Rails and implemented version control functionality
- Augmented the online interviewing editor (CodePair) with a new theme and improved the supported jQuery functions

GOOGLE TRANSPARENCY | A GOOGLE-IIT PILOT PROJECT UNDER DR. KOUMUDI PATIL, PROFESSOR IIT KANPUR

Aug 2015 to Nov .

- Maintained a strict deadline while building an app to facilitate transparency of government construction projects in India
- Integrated Google Maps with the android app and built features over Google Maps for demarking roads and areas
- Made API documentation on Swagger, integrated crash analytics tool with the app to monitor user behaviour
- Graphically represented the data collected through the app and used dynamic layout for showing properties of a project

ENTREPRENEURSHIP

BELLO - ACADEMICS MANAGEMENT APP FOR EDUCATIONAL INSTITUTES

- Conceptualized an idea and developed UI/UX for features like share files, course updates, discuss with multi device support
- Provides service to upload multiple files using camera/storage/cloud at once with systematic directory management
- Integrated with GCM for having quick notification system to alert user of any relevant activity on the app
- Awarded 2nd rank at Google Hackathon among 40 projects for excellent code quality and use of self written library

PROJECTS

UNIVERSITY OF CALIFORNIA LOS ANGELES | PROJECT UNDER DR SEAN D. YOUNG, PROFESSOR UCLA

(Jan 2016 to Apr 2016)

- Collected voice data, processed it with Google speech recognition library and feed it to a server using REST APIs
- Deployed server to Amazon web services made using MEAN Stack and further retrieved information for research part
- · Collaborated remotely while maintaning a strict timeline for project completion adhering to strict deadlines

TA202 | MANUFACTURING PROCESS PROJECT UNDER PROF. V.K. JAIN

(Jan 2015 to Apr 2015)

- Realized whitworth mechanism and 4R linkage mechanism optimized in MATLAB to get the desired path trajectory
- Devised a completely mechanical and automatic machine, powered by rotation of its wheels in paddy field
- Designed and developed a working prototype of the machine and awarded the Best Project among 60 other projects

AURAPLAY - AN ARTICULATED MECHANICAL ROBOTIC ARM | ELECTRONICS CLUB PROJECT

(May 2014 to Jun 2014)

- · Interfaced a Raspberry Pi with a projector and created a mobile fluid display controllable through a mechanical arm
- Implemented algorithms for screen tracking and mouse handling through laser and made a doodling game using Python

TECHNICAL SKILLS

• Programming languages : Java, C/C++, Swift, Python, JavaScript, Ruby

• Mobile and web dev tools: Android Studio, Xcode, Eclipse, HTML, CSS, jQuery, CoffeeScript, Backbone.js, MVP, MVVM

Backend tools : Node.js, Ruby on Rails, Django, MongoDB, MySQL, PHP

Utilities & softwares
Git, Bash, Et, Postman, Branch Deeplink, Amplitude, CrashAnalytics, Firebase, Lokalise
Design software
Sketch, Adobe Photoshop, SolidWorks, Autodesk Inventor, AutoCAD, Adobe Illustrator

LEADERSHIP SKILLS

CULTURAL SECRETARY | HALL EXECUTIVE COMMITTEE, HALL 3

(Jul 2014 to Jun 2015)

- Elected as cultural secretary in an electorate of more than 500 undergraduate residents of the hall
- Organised and conducted Hall Day, the annual hostel banquet with a budget of Rs 3 lakhs, which was attended by 1100 people
- Galaxy'15: Won the IITK inter-hall cultural festival for the **7th time in a row**, leading a contingent of around **1000 students**

INTERESTS

Tech Startups & Product Innovation, Android Development, Graphics Designing, Data Structures & Algorithms