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OBJECTIVE

To develop pixel perfect Mobile Applications using Material Design and learn various methods for handling large amount data behind them by practising different approaches.

AREAS OF INTEREST

Android Application Development, Software Development, Machine Learning, Artificial Intelligence, Database Management

EDUCATIONAL QUALIFICATIONS

Year	Degree/Certificate	Institute/School	CGPA / %
2013-2017	B.Tech (Computer Science)	The LNM Institute of Information Technology (LNMIIT), Jaipur	6.5/10.0
2012	Class XII(CBSE)	International Centre English School, Kanpur	90%
2010	Class X(CBSE)	International Centre English School, Kanpur	9.8/10.0

EXPERIENCE

@HealthGraph India (Digital Health based Start-up) | Bangalore, India

(December 2015 to January 2016)

Android Application Development Intern

- HealthGraph India is start-up working in the sector of Digital Healthcare, helping people to digitalise their medical health records.
- My role involved working on the android application for product specifically providing tablet support for the application.
- I have converted entire activity oriented application to the fragment oriented application so that multiscreen compatibility ranging from small screen mobile devices to tablet can be provided.
- Various features on the frontend side has been added using various material design libraries.
- Worked on one more product where role involved providing offline support to data using SQLite.

@Mind-e-fy Solutions (Product Based Start-up) | Indore, India

(May 2015 to July 2015)

Android Application Development Intern

CricFriends (<https://play.google.com/store/apps/details?id=com.mindefy.cricfrnds.app>)

- CricFriends is an Android Application which helps in finding people with similar cricket interest in nearby locality.
- Played key role in the development of entire application from beginning till the testing phase.
- Implemented unique feature of **Flyer** (Sharable image similar to poster), used in CricFriends so that users can share their profile via social media.
- Enabled application with moving screens (similar to websites) using **ViewPager** API.
- Integrate application with various API's such as **Facebook**, **Google+**, **Camera**, etc.
- Enabled application with options like rating, feedback, sharing etc.

OPEN SOURCE CONTRIBUTION

- A big believer as well as contributor to the community of open source.
- Currently involved in open source contribution for community of **FOSSASIA** in their one of android oriented project **Open Event Android App** (<https://github.com/fossasia/open-event-android>).
- Beside that I have been involved in other open source projects ranging from finding bugs for various software as well as submitting patches for them.

NON ACADEMIC PROJECTS

1. SHOOTING GAME

Sept'15

Developed a shooting game in **Android** in which user can shoot the target using small bullets from canon. I have used concepts such as SurfaceView, 2D graphics, CustomViews, AsyncTask, SoundPool etc.

GitHub Link: https://github.com/vjs3/ShootingGame_Updated

2. LIFE EXPECTANCY APPLLET

Oct'15

Developed a Java Applet using **Processing Library** of Java in which "Average Life Expectancy" of all the nations of the world can be visualised in various colours with the help of data collected from World Bank in form of CSV as well as geographic data of the places in form of JSON.

GitHub Link: <https://github.com/vjs3/LifeExpectancy>

3. CHAT APPLICATION

Sept'15

A very simple chat application for Android Devices in which user can enter a message and get a predefined reply with current data and time, all of which can be seen on the Mobile Screen.

GitHub Link: <https://github.com/vjs3/ChatClient>

ACADEMIC PROJECTS

1. DATABASE MANAGEMENT

- Involves creation of **Database** of **Admission Process** of LNMIIT.
- Use of **SQL** as Query Language and **DB2** as database management system.

2. CORE JAVA BASED PROJECTS

- **Vehicle Reservation System:** Developed a general purpose Reservation System using core java concepts including OOPS, multi-threading, interfaces and packages.
- **Admission Process of College:** Java is used as backend language (Database is connected with the help of Java using JDBC) as well as UI is created using JAVA.

3. ANDROID APPLICATION

- **Online Counselling Process:** Developing Android Application in which applicant participate in the complete counselling of Engineering College on its android device itself.

4. INSTRUCTION SET ARCHITECTURE

- Developed our own instruction sets for 16 bit Architecture under course of Computer Organisation and Architecture.

5. OPERATING SYSTEM PROJECT

- Developed an android application which helps to download large size files in low bandwidth regions using concept of splitter and joiner, we also used FTP server (application involves various operating system concepts).

TECHNICAL SKILLS

- **Languages:** C, Java, SQL, XML, Perl, Bash (Shell Scripting), JSON (Data Parsing).
- **IDE:** Android Studio, Eclipse
- **API:** Camera, Google+, Google Maps, ViewPager, Facebook Graph, Instagram, Various Material Design Libraries.
- **Database:** SQLite, DB2, MySQL
- **Web Technologies:** HTML5, CSS3 and JavaScript (Acquaintance).
- **Prototyping Tools:** JustInMind, UXPin
- **Platforms:** Linux, Microsoft Windows.
- **IT tools:** gnu debugger, gcc and its tools like gcov, strace, splint, valgrind, cachegrind, Latex, compiling, Linking and loading of c programs, Static and dynamic libraries.
- **Other Packages:** MATLAB, Photoshop, Microsoft/LibreOffice.
- Experienced working with VCS specifically **Git** and **GitHub**.

COURSES

- **Academic Courses:** C programming, Data Structures, IT Workshop, Discrete Mathematical Structures, Design and Analysis of Algorithms, OOP with Java, Database Management Systems, Computer Organization and Architecture, Operating System, Theory of Computation, Software Engineering and Project Management, Artificial Intelligence, Parallel Computer Architecture.

- **Independent Courses:** Mobile Application Development by Hong Kong University (*Edx*), Object Oriented Programming in Java by University of San Diego (*Coursera*), Introduction to Machine Learning by Stanford University (Currently Learning).

POSITIONS OF RESPONSIBILITY

- **Head** of Undergoing project “**LAUNCHBOARD**” (It helps student start-ups to grow and get proper mentorship also it connects various Entrepreneurship Cells across Jaipur).
- **Mentor** of **Mobile Application Development (MAD) Club**, LNMIIT
- Member of **Entrepreneurship Cell**, LNMIIT

SCHOLASTIC ACHIEVEMENTS

- Won **AMUL Vidya Shree Award** for scoring highest marks in entire school in 10th standard.
- Got Second Position in All India Level General Knowledge Competition Organized by CBSE Board (2007).

EXTRA CARICULAR ACTIVITIES

- Won inter college level DRAMA competition in Vivacity (Cultural Fest of LNMIIT).
- Organised various management events under Entrepreneurship Cell of LNMIIT, Jaipur