Shobit S. Beltangdy

64 Sip Avenue Apt 107, Jersey City, NJ 07306 . shobit@nyu.edu . 201-268-8690 . cs.nyu.edu/~ssb402

Education

Master of Computer Science, New York University, New York, NY, May 2013
- GPA 4.0
- Relevant coursework in algorithms, programming languages, operating systems, computer graphics, compiler construction and networks

Bachelor of Engineering in IT, University of Mumbai, Mumbai, India, June 2010
- GPA 3.4
- Relevant coursework in data structures and algorithms, programming in C, C++ and Java, database systems, systems software, automata theory

Experience

Software Development Engineer Intern, Amazon.com, Seattle, WA, Summer 2012
- Part of the Global Payments Systems team in e-Commerce
- Responsibilities to include "building systems dealing with huge amounts of data that enable Foreign Exchange Transactions on Amazon's payment platform".

Systems Engineer, Infosys Ltd, Pune, India, August 2010 to July 2011
- Maintained the client's most critical web application "Work Management System" written in PHP, JavaScript and MySQL
- Implemented additional functionalities that helped to easily keep track of details of the progress of work requests issued by the client

Projects

3D Graphics Rendering Engine, New York University, NY, Spring 2012
- Built a graphics renderer implementing matrix transformations, 3D modeling using polygons, animation hierarchy, perspective, splines, ray tracing, scan conversion and z-buffering;
- Written in Java; (applets at bit.ly/shobitgx)

Compiler, New York University, NY, Spring 2012
- Built a compiler for a Pascal-like language implementing lexical, syntax, and semantic analysis, and three-address code generation
- Written in C++ using lex and bison

Web Server, New York University, NY, Fall 2011
- Built a web server implementing various sections of the RFC 2616 (HTTP); included support for caching and multiple client requests using multi-threading
- Written in Java

Operating Systems Modules, New York University, NY, Fall 2011
- Implemented various OS concepts such as relocation/protection (linking) and process scheduling and page replacement algorithms
- Written in Java

Adding Interactivity to Open Source 3D E-learning Animations, University of Mumbai, India, July 2009 to March 2010
- Aimed at creating a 3D content creation tool to enable a user to develop custom interactive animations through a simple UI that abstracted the interactive functionalities (part of the **Project OSCAR** at IIT-Bombay)
- Written in Python using Blender 2.49

Computer Skills and Interests

- Strong experience with Java; intermediate experience with C, C++, JavaScript, PHP/MySQL; working knowledge of Python, Scheme, Prolog, ML
- Strong knowledge of Windows XP and 7, Mac OS, UNIX
- Experience with MySQL, Oracle and Microsoft Access
- Passionate about computer science especially in the areas of algorithms and data structures; growing interest in solving problems such as those on the ACM ICPC; strong interest in learning about large-scale application development and deployment