SIDDHESH YADAV

Stony Brook, New York | siddheshyadav1@gmail.com | +1 (631) 202 8613
https://www.linkedin.com/in/siddhesh-yadav-489a014a | https://siddhesh25.github.io

SUMMARY

Skilled and result-oriented Software Developer with 2 years of industrial experience working in .Net Framework, Python, Java, React.js, MS SQL Server and Android Studio.

EDUCATION

Stony Brook University   **Expected Graduation: December 2020**
M.S. in Computer Science   **GPA: 3.34**
Relevant Courses: Analysis of Algorithms, Compiler Design, Operating Systems, Theory of Databases System, Visualization, Probability and Statistics for Data Science.

University of Mumbai.   **July 2013 - June 2017**
B.E. in Information Technology   **GPA: 4.00**

SKILLS

- **Frameworks**: .Net Framework 4.5 (C#, ASP.net, ADO.net, LINQ).
- **Language**: Core Java, Python, Core C#, C / C++, HTML5, CSS3, JavaScript, jQuery, D3.js React.js, Node.js.
- **Database**: MS SQL Server, DB2, MongoDB, Firebase, Parse.
- **Cloud**: Azure.
- **DevOps**: Git, VSTS, VSS.
- **Web Server**: IIS 10.0 Express.
- **Tools/IDE:** Microsoft Visual Studio, Android Studio, NetBeans, Unity 3D.

PROJECTS

Graduate Advanced Project – MobileWareInc (Long Island High Tech Incubator), Stony Brook   Feb 2020 - Present
- Developed a fully functional android mobile application using Android Studio – Java to track the COVID-19 pandemic.
- The app features global map with markers and tooltip to show the number of confirmed cases all over the world with additional features like bar charts, line charts etc. which shows the impact of coronavirus all over the world.

Legends of the Golden Sparrow, University of Mumbai, India   May 2016- May 2017
Developed an Educational game with quizzes at the end of each level using Unity 3D with C# as scripting language. The characters were developed using Autodesk Maya software. Two phases involved:
- Phase 1 (3 months): Created characters and environments (Fort, Island, Trees, Flags, Horse, sword etc.) using Autodesk and created animations for them.
- Phase 2 (9 months): Integrated all the characters and then developed wireframe as an AI for gameplay which includes character movement, shooting among others.

PROFESSIONAL EXPERIENCE

Capgemini India   **September 2017 - June 2019**
Sr. Analyst/ Software Engineer   **Project:** Lloyd's Register Account - European Business Unit
- Trained on dot Net Framework 4.5 and successfully completed a model project (Taxi Booking System).
- Worked on business-critical applications using the dot Net Framework, Azure, VSTS and React.js Technology to maintain, support and enhance according to the business needs with optimal solution and high fault tolerance.
- Worked on automation tools (UI Path) and scripting languages (R Programming, Python, Perl) and successfully automated the perfunctory manual tasks which took high resource bandwidth.
- Interacted with clients from all over the world to gather requirements and gain insights from people who are not native English speakers.

ACCOMPLISHMENTS

- **Seminar in UI: Stony Brook University – January 2020 – April 2020:** Attended Seminar in User interfaces and interactions as applied to the fields of virtual / augmented / mixed reality, and biomedical visualization.
- **Paper Publication**: Published a paper on Digital Game-Based Learning (DGBL): Design and Development of an Educational Game at the International Journal of Research and Analytical Reviews (IJRAR) conference held in June 2018. URL: http://ijrar.com/uploads/conference/ijrar_47.pdf.
- **Colloquium on 'I.T. for Society' – January 2017**: Secured first place in Poster Presentation on final year project (Legends of the Golden Sparrow).
- **Entrepreneurship Cell – IIT Kanpur– March 2016:** Participated in a two-day workshop on Network Security.