

# Vikram Singh

## Software Developer

📞 330-999-0394

✉ vdsingh@umass.edu

🔗 vdsingh.github.io

📍 West Haven, CT

## Skills

### Programming Languages

Swift Java C# C JavaScript HTML CSS Python

### Other Technical Skills

iOS Development/Xcode Android Development/Android Studio Game Development/Unity Firebase SQLite Realm Algorithm Design & Analysis Data Structures Object Oriented Programming

## Education

### BS Computer Science

University of Massachusetts Amherst

📅 Expected Graduation: 5/2023

GPA: 3.8

- Explored various essential aspects of programming such as optimization, clean and concise code, design patterns, higher order functions, closures, etc.
- Computer Science Courses: Programming with Data Structures, Programming Methodology, Computer Systems Principles, Reasoning Under Uncertainty, Introduction to Computation
- Mathematics Courses: Integral Calculus (Calculus II), Multivariate Calculus (Calculus III), Linear Algebra

## Programming Experience

### iOS Developer (Freelance)

📅 2020 - Ongoing

- Developed starter projects for clients, providing a good foundation for their iOS applications
- Modified existing software to correct coding errors, upgrade user interface and experience, and optimize for efficiency.
- Educated new iOS developers about the fundamentals of iOS development by working on projects live with them.

## Projects

### Stadium

📅 Mar 2020 - Sept 2020

🔗 [github.com/vdsingh/Stadium](https://github.com/vdsingh/Stadium)

- As a college student, managing time can be a difficult and tedious task. Stadium is an iOS app that helps combat this issue by doing it for you.
- It uses various algorithms, data structures, UIKit elements, and other features to automatically plan students' daily schedules. It also includes other helpful features such as the ability to analyze a schedule and plan time to go to the gym or get some extra time hitting the books.

### Pocket Planet

📅 Dec 2019 - Mar 2020

🔗 [github.com/vdsingh/pocket-planet](https://github.com/vdsingh/pocket-planet)

- Pocket Planet is a mobile game that was developed using Unity Game Engine and coded in the C# language.
- Pocket Planet's beautiful UI and satisfying user experience aims to educate users about the Earth's Climate Crisis.

## Honors

- UMass Dean's List Award (Fall 2020, Spring 2021)
- UMass Multidisciplinary Commonwealth Honors College Student