Vikram Singh

Software Developer

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🔗 vdsingh.github.io   📍 West Haven, CT

Skills

Programming Languages

Swift Java C# JavaScript HTML/CSS Python C

Other Technical Skills

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

Education

BS Computer Science

University of Massachusetts Amherst

📅 2019 – Ongoing

- Coursework in Data Structures, Algorithms, Programming Methodologies, etc.
- Received the Dean's List Award for Fall 2019
- Explored various essential aspects of programming such as optimization, clean and concise code, design patterns, higher order functions, closures, etc.

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

Studium

📅 Mar 2020 – Ongoing

🔗 github.com/vdsingh/Studium

- Studium is an iOS application that is developed in Xcode with the Swift language.
- Studium uses various algorithms, Data Structures, UIKit elements, and other features to provide students the ability to track courses and assignments, and to automatically schedule healthy habits, based on events already in their schedule.

Pocket Planet

📅 Dec 2019 – Mar 2020

🔗 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 2020)
- UMass Multidisciplinary Commonwealth Honors College Student