

Sneha Vaswani

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Qualifications and Technical Skills

Programming: Java, C# HTML/CSS, XML, Git

Currently Learning: Javascript, Swift, C++, PHP

Software: Android Studio, IntelliJ, Visual Studio and Microsoft XNA, Unity 3D, Xcode, Maya, GitHub

Education and Training

Rochester Institute of Technology 2014 - Present

- Bachelor of Science** in *Game Design and Development* with a **Minor** in *Mobile Development* and an **Immersion** in *Digital Literature*
- Expected Graduation: Fall 2018 - RIT Presidential Scholarship
- Member of **Computer Science House** (Student organization focused on technical projects)

Rutgers University Douglass Science Institute for Women 2009 - 2013

- Summer camp for women interested in STEM fields
- Engineering and problem solving projects
- Examples: engineering bridges/boats, problem solving puzzles, experimenting with submarine drones

Work Experience

Intuit – Software Engineer June 2016 – December 2016

- Software Engineering Co-Op: Quick Books Online Quality Engineering Team
- Worked with a platforms team concerned with tax filing services
- Worked on a “Destructive Proxy” that added latency to various dependencies for testing purposes

FriendlyU – Android Developer 2015 - Present

- A startup that connects high school students to college students as they try to decide what university to spend their future at
- Focused on maintaining the full functionality, look and feel of the Android application
- Created with Android Studio in Java and XML
- Partook in company meetings that involved technical and business oriented discussions

iCanCode School – Coding Instructor 2015-Present

- Teach coding concepts to children grades 1-8
- Organize schedules and curriculums
- Communicate with parents

Recent Projects

Death by QR for iOS 2016 - Present

- An iOS app coded in Swift using Xcode
- Gameplay is that of Assassin with QR codes and points for scanning and implements an Apple Watch feature
- Worked on front end functionality and server connectivity

CSH Harold for Android 2014 - Present

- An Android application that lets the user select which song plays in the Computer Science House elevator lobby
- XML files promote the Computer Science house look and feel
- Utilizes Retrofit to connect to a JSON REST API

Glitch 2014

- Twin-stick dungeon crawler called “Glitch” that was made with C# in Visual Studio and MonoGame
- Created AI, collision detection, handling, loading and refreshing of game objects
- Group leader: managed timeline & organization of the project

Accomplishments

codeRIT: Logistics Director for BrickHack (RIT's hackathon club)

-Avid Hackathon attendee and organizer

BrickHack 2015: Winner: Best use of Spotify API

Bitcamp 2016: Winner: Sparkpost API, Best Domain Name

Women in Computing: Participating in their outreach and hackathon committees

WiCHacks 2016: Winner: Best Women and Gender Hack and Best UI Design by Hubspot

Key Club International: President (Volunteering and community service organization) at East Brunswick HS

Stock Market Competition: Winner in 2013 PNC and SIFMA's 2014 Seasonal Statewide Competition

RIT Pep Band: Percussion member

Computer Science House: Volleyball team member