

# Sneha Vaswani

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## Qualifications and Technical Skills

**Software:** Java, C#, HTML/CSS, JavaScript, XML, JSON, Git, Docker

**Experience with:** Android Studio, IntelliJ, Visual Studio and Microsoft XNA, Unity 3D, Xcode, Maya, GitHub, Perforce, Jenkins

**Currently Learning:** C++, Swift, Angular, Python

## 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: May 2018 - RIT Presidential Scholarship - Dean's List: Spring 2016
- 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

**Apple (Upcoming) – Software Engineer (May 2017 – August 2017)**

- Software Engineering Internship: The Power Team
- iOS performance and battery life

**Intuit – Software Engineer (June 2016 – December 2016)**

- Software Engineering Co-Op: Quick Books Online Quality Engineering Team
- Worked on implementing tools to understand the resiliency patterns for Quick Books services which were wrapped in Hystrix
- Integrated a “destructive proxy” that introduced artificial latency into several web dependencies which allowed engineers to expose and resolve performance issues
- Developed a Docker platform with existing CI pipelines to scale builds, deployments and increase developer productivity

**FriendlyU – Android Developer (2015 – 2017)**

- A startup that connects high school students to college students to help them with their choice of university
- Lead developer focused on maintaining the full functionality, look and feel of the Android application
- Created with Android Studio in Java and XML and interacts with REST
- Partook in company meetings that involved technical and business oriented discussions

**iCanCode School – Coding Instructor (2015-Present)**

- Teach coding concepts to children grades 1-12
- Organize schedules and curriculums
- Communicate with parents
- Facilitate and organize local youth hackathons

## Recent Projects

**Death by QR for iOS (2016)**

- 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 and server connectivity

**CSH Harold for Android (2014)**

- An Android application that lets the user select which song plays next on our servers
- XML files promote the Computer Science house look and feel
- Utilizes Retrofit to connect to a REST API

## Accomplishments

**codeRIT: Logistics Director** for BrickHack (RIT's hackathon club): **(2015-2017):** 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 & Gender Hack, Best UI Design **WiCHacks 2016:** Winner: Best hack against harassment, Most Technical

**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