Sneha Vaswani

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Qualifications and Technical Skills

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

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

Currently Learning: JavaScript, Swift, C++

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 – 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

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 – Present*)

- 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 1-8
- Organize schedules and curriculums
- Communicate with parents
- Facilitate and organize local youth hackathons

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 and server connectivity

CSH Harold for Android (*2014 – Present*)

- 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

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): (***2015-Present***): 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