

# Sneha Vaswani

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## Qualifications and Technical Skills

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

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

**Experience with:** 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 – 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
- 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 as they try to decide what university to spend their future at
- 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 a REST API
- 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 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): **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