Tanmay Kulkarni

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Work experience

Product Development Intern

RnM Moving Pictures, Mumbai 06/2016 – 09/2016

1) HLS Streaming Protocol

I worked on video optimization and rendering via HLS and integrated Flowplayer. I also experimented with videojs and similar libraries to develop robust video processing systems for rendering and playing M3U8 files serving from CDN.

2) UI mockups and Redesigning the DWM Interface.

Created design prototypes to generate a user flow mechanism for smooth user experience.

3) Launched Version 2.0 Of Company's Official Website.

We developed a new version of RnM Moving Pictures company website by using Twitter's Bootstrap Framework and is hosted and deployed on AWS.

4) Developed and Launched 'Book Your Trainer' Service.

My role was to devise the service model and build front-end prototypes. I also designed and structured the proposition and shipped the service during my internship. The product is now live and integral part of the site.

5) Design and Developed New Subscription Model

Fabricated new subscription plans and pricing table. Designed and developed the subscription page interface along with geo-filtering for displaying pricing currency based on location.

Project Lead, Android Developer

The Wall - (College Notes) 05/2015 - 04/2016 **The Wall** is a **college notes application** which was built as a part of a project in college. It is built upon the Picasa web API to perform server side functions and the front end is a simple grid layout built in Android Studio which helps the user to choose the relevant notes respective to his/her class.

- Lead a small team of talented individuals and achieved a working prototype within 6 months.
- Facilitated the use of Picasa Web API integrated within a grid fragment in order to achieve an adaptable grid layout.

Interned as Android Engineer, Data Analyst, and Database Manager.

RnM Moving Pictures, Mumbai 05/2015 – 06/2015 **Dance with Madhuri** is the **world's first** celebrity-backed, online, gamified dance academy.

- Responsible for database management and building robust video processing systems for android and evaluating multiple areas of optimization in video compression, delivery, and rendering.
- Analyzed and maintained analytical records with the help of Google Analytics and Flurry and by doing market research on competitive products for achieving natural and organic results through SEO.

Interned as an Android Developer, UI/UX Designer & Front-end Developer.

L V Prasad Eye Institute, Hyderabad 12/2014 – 03/2015 At LVPEI, **Srujana Innovation Center** I worked on **3 major research projects** which were built in association with the **Camera Culture Group**, **MIT Media Labs**, **Boston**.

1) iLabelit - (Retinal Annotation Web App).

- Devised an **annotating tool** for **retinal images** which would help optometrists to maintain a record of healthy and unhealthy retinas.
- Developed a Quiz section as a gamification platform for medical students to gather annotated data of the retinal images.
- Successfully built and deployed desktop-based web app and mobile based web app on the Media Labs Server

2) StereoCam - (VR Android App).

- StereoCam offers stereoscopic camera views with a filter of fish-eye lens to **see** distant objects closely.
- Achieved effective results by testing on partially blind people to help them see distant objects closely.
- Performed experiments and achieved prolific results by observing plant cells in VR under a natural light source with the help of Foldscopes provided by PrakashLab from Stanford University.

Work experience

3) Pupil Tracker.

- Built a **VR** app that would display football images in 3D stereoscopic scenes with the help of **binocular rendering**. Used android scale animations with bounce interpolator to achieve **synchronized bouncing animations** of two images in a **single plane**.
- Designed and formulated a VR headset consisting of HD Webcam, infrared lights and developed pupil tracking software in Open CV for achieving real-time pupil tracking data.

Game Developer, Graphic Designer

Skyrocket 2014

Skyrocket is an arcade shooter game developed in Unity3D for Windows OS and the Web.

- Learned about **Unity 3D** and wrote the entire game in **C**#.
- Incorporated game sprites, parallax mapping, particle physics, smoke effects and prefabs from Unity3D.

Android Developer, UI/UX Designer

Find My Car 2014 **Find My Car** is an application that locates and tracks your car. The app uses Google Maps API to do the tracing and locating of the car.

- Developed the app after facing a real life problem of finding my own car by utilizing Google Maps API for faster tracking and communication.
- Find My Car is available on the **Google Play Store** and has been downloaded more than **700 times** from more than **10 countries** and has an average rating of **4.7 stars**.

Android Developer, Graphics Designer

Roll The Dice 2013 – 2014 **Roll The Dice** is my maiden android application to be **published** on the **Google Play Store**. It is a simple dice app having an aesthetically appealing user interface which **simulates the motion of a real dice**.

- Successfully simulated the rolling of a real dice on your smartphone.
- Designed all the graphics and UI elements from scratch in Adobe Photoshop.
- Roll The Dice was downloaded more than 10,000 times in just 6 months of launch and was trending on the Google Play Store in the Games category for 3 weeks.
- Executed **marketing and promotional strategies** efficiently across social media through effective communication.

Education

Information Technology

Vidyalankar Institute Of Technology - (VIT), Mumbai 2013 - present

- Acted as the project lead on The Wall (College Notes) android application and lead a small team of talented individuals in successfully creating an application for the college.
- Represented VIT at the Annual Career Fair and exhibited The Wall (College Notes)
 android application in front of more than 20 schools and colleges from all over the
 state.

– Skills

Programming Business and Marketing Angular/CSS3 Leadership Soft Skills Node/MongoDB/Java/Javascript •••00 C/C++ Digital Marketing and SEO Python ••000 Google Analytics/Flurry Design **Softwares** Adobe Photoshop Elements 10 •••00 Android Studio/Eclipse Adobe Lightroom •••00 Atom/Git SolidWorks Mac OS/Windows/Ubuntu ••000 Pixate ••000 Unity 3D/Unreal Game Engine