Umang Pandya

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EDUCATION

●	**UNIVERSITY OF COLORADO, USA**	Master of Science - Computer Science	3.5/4.00 GPA	Aug'19 - Present
●	**CHAROTAR UNIVERSITY OF SCIENCE AND TECHNOLOGY, ANAND, INDIA**	Bachelor of Technology - Computer Engineering	3.98/4.00 GPA	Jul'15 - Apr'19

SKILLS

●	**Programming**	Java, C, C++, Python, XML, FXML, HTML, CSS, JS, jQuery, AJAX, Magento PHP
●	**Database and Cloud Based**	SQL, MySQL, SQLite, PostgreSQL, Hibernate, Google Firebase, Squirrel SQL, Firebird
●	**Platform and Tools**	Linux, Android Studio, Visual studio code, Arduino CC, Apache Ant, AD Missile, Android SDK, Smart Draw, UML, Simulink.
●	**Hardware and Sensors**	Arduino, Ultrasonic, Buzzer, Infrared, GPS, GPRS

PROFESSIONAL EXPERIENCE

01/20-05/20   University of Colorado – Denver   (Embedded System Programming)   Teaching Assistant

- Leading lab section of 36 students, facilitating discussion, solving problems and addressing students' grievances, creating weekly lesson plans and activities and Administering exams throughout the quarter.

12/18-04/19   Easyway 3E Solutions Private Limited, Vadodara, India   (Java, JavaFX, PostgreSQL, Selenium)   Software Developer Intern

- Implemented desktop application using core Java and AWT, JavaFx, GWT technologies and Scene Builder Tool for front-end design. Implemented solutions built upon object oriented and MVC programming best practice using Agile development methodology.
- Compiled raw data retrieved from server and displayed them in an appropriate format. Managed and updated processed data to suitable server data format on client's server using API based application.
- Developed a robotic bot which can open browser, load application, login, post advertisements on Snapdeal, Amazon, and Flipkart, logout user and close the browser in background using Selenium and Web Chrome Driver. Participated in all the aspects of desktop application from development to handling updates as a lead developer.

05/18-06/18   HUBiNCRED, Vadodara, India   (Java, XML, SQLite, Firebase)   Software Developer Intern

- Developed an Android Application for coaching class to manage student's attendance and Q&A Sessions using Agile Development methodology.
- Managed front-end implementation based on life cycle and XML coding standards. Managed data using Google Firebase and used core Java for background data abstraction and logic building.

12/17-12/18   CHARUSAT University, Anand, India   (HTML, CSS, PHP, XAMPP, MySQL)   Team Lead

- Provided technical assistance for all the events as team lead. Designed web portal for University's cultural and sports events using UMLET and Smart Draw.
- Designed and developed android application for University's national level technical event and dance festival using XML and core Java.
- Designed and developed a web application for both the events using HTML, CSS, JS and jQuery for Front-End and core Java for Backend.

12/17-12/18   CHARUSAT University, Anand, India   Executive Central Council

- Elected and worked as Executive Central Council member wherein I got huge opportunity to grow and evolve interpersonally.
- Extensively managed national level tech-fests, cultural fests and other events being held by the University which in-turn strengthened my soft skills.

PROJECTS

01/20-04/20   Image caption Generator   (Python (JupyterLab, tensorflow, keras, pillow,numpy, tqdm))

- Built a deep learning system which will extract image features from Xception which is CNN model trained on imagenet dataset and then will feed this feature into LSTM model which will generate caption for input image in form of text.

08/19-12/19   Schedular Simulator   (Python (Plotly, Flask), HTML, JS, JQuery, CSS, Bootstrap)

- Built a system which can generate data and plot Gantt chart using plotly, HTML, JS, jQuery, CSS and Bootstrap.
- System generates data using randomizer and executes preemptive and non-preemptive schedulers to generate output and plot Gantt chart.

07/17-09/18   Soil Health Monitory System   (S/W: C++, Firebase; H/W(modules): Wi-Fi, Arduino Mega, Soil Moisture)

- Built a system which can transmit data back and forth between Arduino and Google Firebase using Arduino Kit and Wi-Fi module. Collected data using Soil Moisture Detector.
- Developed an Android Application which can monitor soil moisture level and regulate the water sprinklers appropriately.

05/18-09/18   Android Bot   (S/W: C++, Firebase; H/W(modules): Bluetooth, min-motor regulator, ELP MP camera)

- Designed a smart bot using Arduino Mega, Arduino Motor Shield for regulating speed of motors to move bot, Tower Pro SG90 RC mini Servo Motor and Camera which records the video.
- Designed an Android Application which can facilitate live video streaming and regulate the movement of bot by preventing accidents by estimating objects at an distant using ultrasonic sensor and using Arduino CC and Android SDK.

01/18-04/18   Smart Cane-Stick for Blind People   (S/W: HTML, C++, Firebase; H/W(modules): GPS, GSM, LDR, infrared)

- Developed and designed prototype called 'Smart Cane-Stick' for blind individuals which can help detect obstacle using Ultrasonic Sensors, LDR detector, Remote control, GSM-GPRS, GPS modules.
- Developed a web application which can track live location of blind individuals using HTML5, Google Maps API, JS, CSS3.

01/17-04/17   Attendance Management System   (Java, XML, SQLite)

- Developed android application that can keep registry of student's attendance using JAVA, XML and SQLite.
- Implemented part of project using which teachers can update attendance of student from anywhere using application and internet access and students can access it using android application.

06/16-11/16   Material Management System   (HTML, AJAX, JavaScript, MySQL)

- Developed web application hosted on local server that can keep registry of material for shopkeeper using HTML, CSS, JS and MYSQL.