

Vipul Patil

Senior Software Engineer at Originate
vipulvpatil@gmail.com

Summary

- Senior Software Engineer with 9+ years of experience working with different technologies and stacks.
- Currently working as a Backend developer in Go.
- Previous Backend experience in Ruby on Rails and NodeJS.
- Extensive experience developing for the iOS platform using ObjC, and familiarity with Swift 4.0

Proficient in

Go, NodeJS, Ruby on Rails, Xcode, ObjC, UIKit, Cocoa framework, Docker, AWS.

Good at

React, Javascript, Coffeescript, python, Django, ActionScript 3.0.

Experience

Senior Software Engineer at Originate

December 2013 - Present

Responsibilities

- * Core developer on various iOS, Ruby on Rails, NodeJS and Go projects
- * Design and implement the architecture used in various iOS projects.
- * Assisted in modularization of common iOS frameworks.
- * Assisted in scoping and planning of Mobile and Web projects.

Highlights

- * Lead the engineering team in a 2-day hackathon-style workshop for Werk to create their 1.0 Website.
- * Was an integral part of the 4 people dev team on Dow Jones project
- * Lead the company efforts in adopting Swift

Notable Projects

- * Dow Jones
- * TicketMaster
- * Rise (<https://itunes.apple.com/us/app/rise-nutrition-weight-loss-coach/id794278760?mt=8>)

Freelancer

June 2012 - November 2013

Worked on a Deals website in PHP and developed an App for iPhone.

Senior Game Programmer at Kreeda Games India

June 2010 - May 2012

- * Handled all technical aspects of Flash game production from project scoping to delivering final release candidate for individual projects.
- * Mentor new joiners, help them understand the company production pipeline and guide them through challenging situations.
- * Assist the recruiting team by screening resumes selected by them and interviewing candidates for their programming abilities.

Flash programmer at Kreeda Games India

October 2008 - May 2010

- * Led a team of 3 programmers developing games of different types ranging from dressup games to physics-based arcade games.
- * Developed basic game engines in flash that can accelerate game production of a particular genre like cooking games, dress up games, side scrollers.
- * Research on feasibility of new ideas presented by game designers and research for performance improvement of existing implementations resulting in faster running games.

Education

Ramrao Adik Institute of Technology

B.E., Computer Engineering, 2004 - 2008

Ramnivas Ruia Junior College

HSC, Science, 2002 - 2004

St. John The Baptist High School

SSC, 1990 - 2002