

## EDUCATION

**Carnegie Mellon University, Entertainment Technology Centre (ETC)** Pittsburgh, PA | May 2017  
Master of Entertainment Technology in Computer Science (GPA 3.8 / 4)

**Dhirubhai Ambani Institute of Information and Communication Technology** India | Jul 2012  
Bachelor of Technology in Computer Science (GPA 8.54 / 10)

## SKILLS

### LANGUAGES

Java, Swift, C#, Python, JavaScript, C/C++, ActionScript, Ruby, HTML5, MySQL, JSON, XML

### FRAMEWORKS

iOS (UIKit, Sprite Kit), Android, React Native, Unity 3D/2D, Django, Ruby on Rails, Cocos2d-JS, Oculus Rift, Amazon Web Services, Playstation Move, Microsoft Kinect, Adobe Flash, Starling, Phaser, CreateJS/EaselJS

## EXPERIENCE

**Amazon** Seattle | June 2017 – Present  
**Software Developer Engineer**

- Developing mobile app (Swift, React Native) for **Amazon Prints** offering professional photo printing service to create custom photo books, photo prints, cards, calendars, canvases, and large prints right from your mobile app.

**Amazon** Austin | Jan 2017 – May 2017  
**Software Developer Engineer**

- Worked on an iOS app (Swift, Objective-C) for **Amazon Flex** platform used by Delivery Partners and Delivery Associates to provide the best possible experience around package delivery for couriers while providing an efficient, on-time, and reliable delivery service to end customers

**Amazon** Seattle | May 2016 – Aug 2016  
**Software Developer Engineer Intern**

- Developed paired geo-fence mechanism of two or more electronic devices to ensure delivery confirmation and safe delivery tagging for Amazon Prime Now and Flex applications
- Devised proximity detection algorithms using GPS, Bluetooth Low Energy (BLE) and Wifi signal strength

**Playpower Labs** Ahmedabad, India | May 2012 – Aug 2015  
**Senior Software Engineer**

- **Learn World, Intelligence-Building App for kids** | Oct 2014 – Aug 2015  
Developed an Intelligence-Building App on iOS (Swift) for kids with HTML5 games, videos, facts, books and design tools
- **Math Planet, Math Anchor App, Samsung's Milk platform** | Jul 2013 – Sep 2014  
Managed team of 5 developers and published an award-winning platform (iOS and Android) for grades 1-8 with free games for fractions, addition, subtraction, multiplication, division, math facts and number sense

## COURSES

**CMU**: 15-650 Algorithms and Advanced Data Structures, 15-601A - Machine Learning, 15-637 Web Application Development, 53-831 Building Virtual Worlds, 53-608 Visual Story, 53-711 Improvisational Acting

## ACADEMIC PROJECTS

**Tripling, interactive web application** ETC | Programmer | Aug 2016 – Dec 2016

- Developed a web application using Django (Python) to manage all trip logistics including scheduling places, managing expenses, inviting friends and sharing pictures to make a trip more enjoyable

**Cozplay, interactive games for the COZMO Robot** ETC | Programmer | Aug 2016 – Dec 2016

- Developed games for the COZMO robot using Python SDK for the client **Anki**, which enables robot to play certain games with a human when it will arrive into consumers' lives

**OnTrack, interactive software targeted at promoting track & field** ETC | Programmer | Jan 2016 – May 2016

- Developed an interactive fitness game using Unity (C#) for the **United States of America Track & Field Foundation** (USATFF), which will enable kids of all ages to compete in various track and field events against their peers

**Building Virtual Worlds, interactive digital media prototyping class** ETC | Programmer | Sep 2015 – Dec 2015

- Rapidly prototyped 5 interactive games using Unity (C#) every 2-weeks in a team of 4-5 on cutting-edge technologies such as Oculus Rift, Microsoft Kinect, Playstation Move, Makey Makey and Cave

## AWARDS AND ACCOMPLISHMENTS

- **Games4Health Competition in 2016**
- **New York City Department of Education "Gap App" competition in 2013**
- **Published Apps (iOS, Android): Math Planet, Math Pop, LearnWorld, Battle Station, Run With US!**