

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, 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 Austin | Jan 2017 – Present
Software Developer Engineer

- Developing Amazon Flex platform used for delivery of Amazon packages by Delivery Partners and Delivery Associates
- Building an iOS app (Swift, Objective-C) for Flex platform 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

Kuliza Technologies Bangalore, India | Dec 2011 – May 2012
Mobile Application Developer

- Implemented a mobile (iOS and Android) application for a distance learning platform connecting professors and students from different universities across the globe

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!**