

- ABOUT ME - IN 15 SECONDS

Excellent written & verbal communication skills.

An engineering mindset with a creative streak.

Outstanding social and teamwork skills.

Hungry for more knowledge and information.

Exceptionally quick learner.

Passionate and highly self motivated.

- WORK EXPERIENCE -

INFISWIFT

MAY 2017 - PRESENT

Research & Design Software Engineer. Worked closely with customers and core product team to develop new prototypes and APIs for multiple platforms.

- › Designed and implemented a flexible interface for monitoring and controlling a wide range of agricultural equipment over CANbus from Android devices.
- › Designed and implemented a multi-threaded automation system for web service monitoring and automation.
- › Designed and implemented a portable iOS framework for use with an MQTT messaging platform using Swift.
- › Worked with and developed several embedded system prototypes and trade show demos.

CAHOOT HEROES

FEBRUARY 2016 - SEPTEMBER 2016

Lead Full Stack Engineer. Helped design and implement backend systems as well as front end visual design and scripting.

- › Implemented REST API for mobile application.
- › Developed User account management and security systems.
- › Designed database models for our backend REST APIs
- › Designed and implemented visual design for the web portal.

DE ANZA COLLEGE

MARCH 2015 - MARCH 2016

Teaching Assistant. Assisted professors in classes, and worked as a one on one tutor in the Computer Information Systems Lab. Heavy experience communicating complex subjects to a wide range of audiences.

- › Assisted Professors with grading and lessons.
- › Helped students in class understand new concepts.
- › Helped students find errors and understand why they made the errors.
- › Tutored students in various classes from beginner to advanced programming in C and C++.

PRATEEK R. PATIL

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LINKS

- VOLUNTEER EXPERIENCE -

REBUILDING ALLIANCE

FEBRUARY 2015 - JULY 2015

Graphic Designer. Handled design and production of print & digital media for several campaigns and events. Helped create and produce information pamphlets and advertisements for donation drives and aid projects.

CSIX CONNECT

JANUARY 2015 - MAY 2015

Web Developer. Helped redesign website frontend and visual design. Created a responsive single page modern design, along with logo redesign. Frontend development consisted of Javascript and PHP for Wordpress integration.

- PERSONAL PROJECTS -

BREADCRUMBS

NOVEMBER 2016 - PRESENT

Project Lead. Breadcrumbs is a geo-tagging, augmented reality, social media application. The application allows users to pin temporary messages to locations using their phone. Only other users of the application within a certain range can see the messages by looking around with their phone camera.

Conceived at an AT&T AR & VR Hackathon with myself and a friend. First prize winner for AR category.

Demo: <https://youtu.be/W2pvLNI3Dyk>

AUDIOBOOK LIBRARY

NOVEMBER 2014 - JULY 2016

Sole developer. Project was an exercise in native application development on a variety of platforms. A simple application that could fetch, play and manage audio books from a remote host and present it to users in a friendly but flexible interface.

Written natively for iOS, Universal Windows Platform, Windows x86 w/ WPF, Android, & a web-only interface.

- REFERENCES -

HAMID SAADAT
CSIX CONNECT

VIVEK SINHA
STANFORD, CAHOOT

DELIA GARBACEA
DE ANZA COLLEGE

JAY SRINIVASAN
INFISWIFT

- LANGUAGE EXPERIENCE -

C++

VERY FAMILIAR

Experience in writing performance oriented, multi-threaded applications & libraries. Good understanding C++17 features and latest stdlib.

SWIFT

VERY FAMILIAR

Experience in writing iOS, macOS and CLI-only applications, from UI frameworks, to production SDKs, to automation tools for low level IO.

C

TOO FAMILIAR

Experience in large variety of projects for coursework, including recreating a stdlib. Intimate with language intricacies. I know pointer foo... send help.

JAVA

FAMILIAR

Experience in designing and implementing complex threaded application extensions for embedded and desktop platforms, along with mobile UI development.

C#

FAMILIAR

(See: Java) Joking aside, experience in creating applications on UWP, along with extensions in the Unity game engine.

JAVASCRIPT

FAMILIAR

Experience from creating simple and lightweight page scripts, to full web apps. Familiar with several UI libraries and language extensions like TypeScript.

PYTHON

FAMILIAR

Experience in creating web based REST services and automated monitoring tools for other services.

LUA

FAMILIAR

Experience in creating scripted extensions to various applications and video games which support it.

SHELL SCRIPT

FAMILIAR

Experience creating automation scripts to handle a variety of tasks.

- EDUCATION -

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JULY 2016 - 2019

Software Engineering & Development.

DE ANZA COLLEGE

SEPTEMBER 2015 - 2016

Courses in Systems Programming.

OREGON INSTITUTE OF TECHNOLOGY

SEPTEMBER 2010 - 2012

Courses in Mathematics, Mechanical Engineering, and Physics.

- PLATFORM EXPERIENCE -

UNIX / LINUX SYSTEMS

VERY FAMILIAR

Experience over several years using, maintaining and administrating Unix & Linux systems. Very experienced in developing applications that make use of features provided by these platforms.

IOS

FAMILIAR

Experience in creating and maintaining applications, designing SDK's, and implementing and authoring frameworks.

ANDROID

FAMILIAR

Experience in application & UI development. Along with designing, maintaining, and testing SDK's currently in use over several applications.

WINDOWS

FAMILIAR

Experience in Application & UI development with WPF and UWP SDK's. Experience in using .NET APIs and features.

EMBEDDED

FAMILIAR

Experience in programming and integrating firmware for a variety of low power systems for use in Industrial IoT systems.

"The whole of life, from the moment you're born to the moment you die, is a process of learning."

THANK YOU FOR READING.