



Abhiraj Deshpande



FULL STACK WEB DEVELOPER

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EDUCATION

- Udacity** FULL-STACK WEB DEVELOPER NANODEGREE Apr 2018
 - Course covers *Programming Fundamentals and the Web, Developer tools, Databases, JavaScript & AJAX* and *Deploying on Linux Servers*
- University of Virginia** MS IN SYSTEMS ENGINEERING, **GPA: 3.76** *Charlottesville, VA* Aug 2017
 - Concentration in Human Factors; *Coursework:* User Experience Design, Human-Machine Interface, Cognitive Systems Engineering, Linear Statistical Models, Intro to Systems Engineering, Data Mining, Design of Experiments, Optimization
- University of Mumbai** BE IN INFORMATION TECHNOLOGY, **FIRST CLASS** *Mumbai, India* Jun 2012

SKILLS

PROGRAMMING

- Languages:* Python • HTML • JavaScript • CSS • C# • C++ • jQuery • R
- Frameworks and Platforms:* Django • Bootstrap • Flask • AngularJS • React • KnockoutJS • Electron • Unity • QT
- Databases:* MySQL • MariaDB • SQLite
- Version Control:* Git • ClearCase

NON - PROGRAMMING

- Pencil-Paper • Balsamiq Mockups • Sketch 3.0 • Adobe Photoshop • Axure • Principle • Adobe Experience Design • Tableau

PROJECTS

- unWINEd App** 📄 FULL-STACK NANODEGREE PROJECT *Charlottesville, VA* Mar 2017
 - Developed the KnockoutJS web app; Used Google Maps and FourSquare developer APIs to displays top 20 wineries around Charlottesville.
- Movie Trailer Website** 📄 FULL-STACK NANODEGREE PROJECT *Charlottesville, VA* Nov 2017
 - Developed and hosted the Website on Heroku that displays a movie list read from a JSON file, populates data using The Movie DB's APIs.
- Design of Scheduling App** 📄 COURSEWORK | UNIVERSITY OF VIRGINIA *Charlottesville, VA* Mar 2016
 - Team leader, performed task analysis, designed UI and UX of a scheduling functionality for an existing mobile app; Client selected the design

PROFESSIONAL EXPERIENCE

- Center for Leadership, Simulation & Gaming** 📄 WEB ENGINEER *Charlottesville, VA* Oct 2017 – present
 - Served as a Full-stack Web Developer and Lead UI; Developed a game for a worldwide competition held across 16 sites
 - Helped with the branding of simulation games; Performed the role of a front-end expert for a project with the Global Policy Center at UVa
 - Built a centralized game account management system; designed the system architecture to incorporate REST APIs for user management
 - Programmed a security feature for the login system of games; overhauled the UI of one game and incorporated responsive web design
- Abroadly** 📄 UI AND UX EXPERT Aug 2017 – Oct 2017
 - Administered and tested the UI and UX of the website in an agile environment, served as a freelance expert
 - Communicated the design improvements to designers; oversaw the development process and bug fixing using *Asana*
- TATA Power Strategic Engineering Division** 📄 UI SOFTWARE ENGINEER *Mumbai, India* Nov 2012 – Jun 2015
 - Was rated as an “Outstanding Performer” within the first year; achieved CMMI-L5 certification of the project
 - Served as a key member of Electronic Warfare System User Interface team, implemented development using QT framework
 - Contributed to all development phases, from requirement gathering to implementation

RESEARCH

- Investigation of Cognitive Gains in Object Assembly using Augmented Reality (AR)** 📄 UNIVERSITY OF VIRGINIA *Charlottesville, VA*
 - MS Thesis;** Target human cognition problems in object assembly; creation of an Unity3D application for Microsoft HoloLens™ that acts as an instruction manual for ready-to-assemble products; finalist of the *University of Virginia’s Research and Engineering Symposium (UVERS)* 2017.
- Analysis and Design of Interface for a Bio-Inspired Underwater Vehicle (BUV)** 📄 UNIVERSITY OF VIRGINIA *Charlottesville, VA* Jan 2017 - Aug 2017
 - Published in *Proceedings of the 2017 International Annual Meeting of the HFES*; conducted human subject experiments and re-designed the UI

LEADERSHIP ROLES

- Panel member** Data Visualization at Datapalooza, Nov 2017
- Presenter** Workshop - *Intro to AR/VR and Hands-on VR development*, Aug 2017
- Vice-President** Human Factors and Ergonomics Society (HFES) Student Chapter at UVa, 2015-16
- Event Organizer** While At Work (W@W) - TATA Power SED, 2013-14
- Event Head** ‘Blind Coding’ and ‘Text Anime’ - ‘Technitude’, Mar 2012
- Co-Gen. Sec** IT Dept. student body - GITS, 2010-11