B2-204, DSK Madhuban
Sakinka, Mumbai 400072

# HARSH BHIKADIA

(+91) 9158-997751
harsh.bhikadiya@gmail.com

## EMPLOYMENT

**Software Engineer, Intern** **Risemetric Technology** **Summer 2015**

Grappr Android App

- Implemented Material Design standards in the app thus increasing the overall user engagement.
- Performance optimization by reducing screen over draw and code optimization which resulted in reduced lag; network optimization for 2G by redesigning APIs;
- Resolved crashes and exceptions (crash counts decreased by 60% for next update).
- A/B testing and data analysis; improved user productivity significantly;
- Android side changes for Parse to GCM migration;

**Co-Founder & Tech Lead** **Phono** **September 2014 – February 2015**

Backend Application

- Designed and implemented a scalable sync based system using Google App Engine and Google Datastore.
- Implemented 'retargeting' feature using user data collected from the mobile application.
- Implemented cron jobs and task queue mechanism for periodic calculation of payments.

Android Application [https://goo.gl/Sfd3Yo]

- Built full fledge and feature ready android application for Phono.
- Offline support implemented using pre-fetching ad assets and validating impression when user is connected.
- Hyper local ads support implemented using Google Play Services API.
- Integrated tools like GCM and Google Analytics.
- Testing the android app against various android OS versions and devices.

**Freelancer** **FreeDo App** **March 2015**

- Built a fully fledged cloud based android application which provides an incentive channel for marketers and publishers to increase user engagements.
- Designed and implemented the web service required.

## EDUCATION

**MPSTME, Shirpur Campus** **NMIMS University** **July 2012 – July 2016**

- B.Tech. in Information Technology, July 2016. CGPA: 3.49 (VI Sem.)
- Graduate Coursework: Operating System, Software Engineering; Database; Data Structure; Algorithms; Advance Computer Networks;

## TECHNICAL EXPERIENCE

**Projects**

- **PolyBin** (2014). An online IDE which provides an ecosystem for developing, consuming and distributing Polymer based WebComponents with deep import, version control, code sharing and auto-documentation features (HTML5, Polymer, Python, GAE, GDS, Material Design). [https://goo.gl/VfHNRI] [https://goo.gl/pUF07a]
- **Project Paisa** (2013-2014). Re-Captcha like web platform for book digitalization by providing home based jobs to its users. Project Paisa achieves 50% more accurate results than open source OCRs available. It uses image processing techniques in backend to segment scanned images into lines. The OCR results of those lines are then corrected by users (AngularJS, Python, GAE, GDS). [http://projectpaisa.com]
- **PvP Ping Pong Game** (2015). A Player vs Player 2D web game for playing ping pong. The game was optimized to play for high latency networks (HTML5 Canvas, nodeJS, SOCKET.IO). [https://goo.gl/DKloDM]
- **Motion Game** (2015). A web game controlled by motion gesture captured from webcam. It uses image processing techniques to recognize motion gestures (HTML5 Canvas, HTML5 getUserMedia() API).
- **Web Crawler and Search Engine** (2013). A basic web crawler which crawls through the Internet and indexes the web pages. Implemented the PageRank algorithm. (Python, web.py)
- **3D LED Cube** (2014). A cube of LEDs in 8x8x8 orientation, playing various visual patterns on it. The cube was displayed during the inauguration of Ambiora TechFest 2014 (C, Aurdino).

**Languages and Technologies**

- Python; JavaScript; Java
- Django; Google App Engine(Python SDK); Google Datastore; nodeJS
- Polymer; HTML5 Canvas 2D; HTML5 WebSocket; SOCKET.IO; AngularJS; Android Development
- AndroidStudio; PyCharm; Aurdino; SublimeText; Linux(Ubuntu); Windows