



# Ankur Pandya

Software Developer (8+ years)

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## PROFESSIONAL EXPERIENCE

### Independent Consultant, Ahmedabad — Full stack developer

April 2017 - PRESENT

I have been working as an independent contractor/consultant/remote tech support since April 2017. Primarily developing Mobile Applications on contract and project bases.

#### Roles and Responsibilities:

- Researching, consulting, analysing and evaluating system program needs.
- Managing and guiding technical team of 7 developers as a technical lead. Taking technical decisions.
- Identifying technology limitations and deficiencies in existing systems and associated processes, procedures and methods
- Testing, debugging, diagnosing and correcting errors and faults in an applications programming language within established testing protocols, guidelines and quality standards to ensure programs and applications perform to specification
- Writing and maintaining program code to meet system requirements, system designs and technical specifications in accordance with quality accredited standards
- Writing, updating and maintaining technical program, end user documentation and operational procedures
- Providing advice, guidance and expertise in developing proposals and strategies for software design activities such as financial evaluation and costings for recommending software purchases and upgrades

### Twist Mobile India, Indore — Technical Lead / Sr. Software Developer

Feb 2013 - April 2017

Started as a Game Programmer in Cocos2d-x, also practised Unity, Native Android, iOS (ObjC) and JavaScript. Promoted to Technical Lead in 2015.

#### Roles and Responsibilities:

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## TECHNICAL SKILLS

Software development:

Android Application and Game Development, JAVA, Unity with Virtual Reality, C and C++, Cocos2d-x, OpenGL, J2ME, Java Script, MySQL, SQLite, Parse SDK, Firebase, Braintree, Stripe, Paypal, Jenkins, GitLab CI, Tortoise SVN, Git

Methodologies:

Waterfall, Prototype, Scrum, Rapid Application Development

Other:

Adobe Photoshop, MS Office, BugZilla, Freedcamp, JIRA, Confluence, Asana

## LANGUAGES

English, Hindi, Gujarati

## OTHER ACTIVITIES

- Travelling
- Photography
- Games
- Animations
- Music
- Creative DIYs

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## **Gameloft India, Hyderabad — Game Programmer**

Sep 2010 - Feb 2013

Joined as a Junior Game Programmer in J2ME. Promoted to Mega Team as a Game Programmer. Worked with the organization for more than 2 years.

### **Roles and Responsibilities:**

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- Testing, debugging, diagnosing and correcting errors and faults in an applications programming language within established testing protocols, guidelines and quality standards to ensure programs and applications perform to specification
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## **Every Step Group, Ahmedabad — Jr. Software Developer / Intern**

Dec 2009 - June 2010

Joined as an intern to work on an Industrial Project for 6 months. Received training on Java Spring framework.

## **RECENT PROJECTS**

### **Ride On the Go**

Technology - *Android (Java) & iOS (ObjC)*

- RideOTG is a rideshare application for New Jersey (USA), introducing

## **ACHIEVEMENTS**

- Awarded as 'Rider of Justice' by DLSA-Jabalpur for my 'Nyay Sankalp Yatra - 2017'
- Awarded as a 'Mediation Awareness rider' by Mediation team of High Court of India in July 2016
- One of my projects 'Happy.ly' was selected as finalist from Indore in Hackathon organised by 'Mobile 10x' in June 2016
- Received 140+ awards in Viewbug community for my photographs

## **CURRENT ADDRESS**

104, Rajsi Apartment,  
44 - Sardar patel nagar  
society, Behind BSNL, C G  
Road, Ahmedabad.  
Gujarat, India - 380006

flat charges for the riders and several features for the drivers

- Developed Rider, Driver and Admin applications from zero line for Android
- Managed Backend setup, UI Development, iOS application development, API development, Website development, documentation and all other modules of the project
- Practiced Google Firebase, Google Maps/Places/Geocoding/Distance Matrix/Direction APIs, MongoDB with Back4App and Parse SDK, Braintree payment, Twilio phone masking, Toll calculation, Crashlytics, and few other technologies in this project

## **mSTOCK**

Technology - *Android (Java)*

- mSTOCK is a stock counting module of a giant project ReCreateX of Syx Automations. This application is specially developed for handheld QR scanner devices like Datalogic Joya Touch A6 and Zebra TC56.
- Developed the application in Scrum framework of 8 sprints from Jan 18 to Apr 18, 2018 as a contract with Syx Automations
- Practiced native QR scanner SDKs, Jenkins, Hockey-SDK, along with team collaboration tools such as, Confluence and JIRA

## **MyICETag**

Technology - *Android App*

- This app is for managing the user's medical profile, such as, Medical Conditions, Allergies, Doctors, Medical Documents, Emergency Contacts, Medications, Insurances, Blood Group and other Personal Information
- User can generate the QR code of his/her profile and merge it with an background image and set that image as a wallpaper in the smartphone using this app, so that in an emergency situation the medical operator can check his/her details. This application also provides an alert system for panic situation
- Worked on this app along with an iOS developer, a project manager and a QA tester
- Technology used were Native Android application, Amazon S3 bucket, and REST API provided using ASP.NET in the backend

## **TMStore**

Technology - *Android (Java) & iOS (ObjC)*

- TMStore is a complete solution to make your native Android and iOS app from your existing WooCommerce store
- Worked on this product with Twist Mobile, started alone and later expanded to team size of 7
- Responsible to develop flexible and highly scalable architecture,

understand WooCommerce PHP structure and API and find the best possible ways to Synchronize data between app and website database

## **MTV Nescafe Lab**

Technology - *Unity 3D with Google Cardboard VR*

- This was a Virtual Reality product of MTV to display monthly Top 5 videos of their show 'Nescafe Lab'
- Twist Mobile accepted this project with the challenge of extremely tight deadline
- Responsible to single-handedly load the 3D model into Unity, handle Physics, Texture, Lighting, Player logic, Controller, Video Playback, Movements and Particles in the game along with Virtual Reality camera provided by Google Cardboard SDK

## **EDUCATION**

### **Government Engineering College, Rajkot — B.E. (Computer)**

June 2006 - July 2010

Bachelor of Engineering with distinction in Computer. The college is associated with Saurashtra University.

### **Shree P. V. Modi High School, Rajkot — HSC (Science)**

April 2004 - May 2006

Higher Secondary Certificate with distinction. The school is associated with GSHSEB, Gujarat.

## **ABOUT ME**

Passionate, responsible and committed engineer, with a get-it-done-on-time spirit. More than 8 years of experience in Apps and Games development.

I develop applications that solve real-life problems, and help the client build a business... and not to show off my technical skills. I maintain good relationship with my organization and understand the business decisions.

I utilise my freedom to work in a productive way. I can work well under pressure to meet deadlines. I'm not good at marketing - about any product or myself. I love applying creativity, and hate formals.