Ayush Vijaywargi

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Purdue University, West Lafayette, IN, U.S.A
B.S. Computer Science & Certification in Entrepreneurship 2018

Experience

SOFTWARE DEVELOPER INTERNSHIP, YELP (SAN FRANCISCO)   **MAY 2017 - AUG 2017**

Worked on Yelp's consumer app. Implemented reusable custom view to preview photos and videos inside app. Added functionality to like, share and compliment the media within that custom view. Rewrote the map's layout according to new design. Smashed critical bugs.
Tech used - Android SDK, Java.

SOFTWARE DEVELOPER INTERNSHIP, TRADE HERO (SINGAPORE)   **MAY 2016 - AUG 2016**

Worked at KPCB(China) backed startup on their core android app (Has half million downloads) . Participated in regular kanban meetings and pushed daily builds. Our codebase is based on reactive architecture. I worked on implementing UI changes, integrating google analytics, fixing critical bugs and developing new features of our next major update.
Tech used - Android SDK, RxJava, Retrofit, OkHTTP3, Google play services and analytics.

UNDERGRADUATE RESEARCH ASSISTANT, PURDUE ADVANCED OPTICS LAB   **SEPTEMBER 2015 - MAY 2016**

Developed an android app that can count different bacterias from microscopic image of cells. Final results were reported as a statistical term (mean diameter, histogram count, etc). We were able to achieve 90% of accuracy in detecting bacterias. Tech Used - OpenCv, Android SDK and Computer vision algorithms.

Projects

ARZA   **JAN 2016 - MAY 2016**

Arza is a variant of tetris. It is multiplayer android game with modern graphics and gameplay. I worked on implementing leaderboard module within the game. Project consisted of six team members, three sprints, regular standups and semester long hard work. Tech used - Java, Android SDK, LibGdx, Python.

GANITA , ANDROID APP   **MAY 2015 - AUG 2015**

Ganita is an addicting puzzle game based on arithmetic. It's an endless game where you have to solve six arithmetic equations to proceed to next level. It has two variations, timed and untimed. Difficulty gradually increases as level progresses. Can be enjoyed at https://goo.gl/DGrD0i

Hackathons

BOILER MAKE 2015

Scan-N-Solve Sudoku - We developed an Android app that can scan grid of sudoku from an image and can solve it.
Tech Used - OpenCv, Tesseract (OCR Library) , Java, Android SDK.

HACK MIZZOU 2014

BoilerRover - We made a wooden rover that could be controlled by leap motion and android device(with accelerometer). We won 1st place for this hack. Tech Used - Java, C, Arduino, Leap motion, bluetooth, C#.

Others - Penn Apps 2016, Boilermake 2014, Wild Hacks 2014

Skills

Proficient - Java, Android Development. **Familiar** - Gradle, RxJava, OpenCv, C, Python, Git, Bash. **Others** - Agile Methodologies. **Programming Paradigms Familiarity** - Object Oriented Programming.

Awards

1. Discovery Park Research Scholarship 2016
2. CS Endowment Scholarship 2015
3. Dean of Students and Semester Honors 2015
4. 1st Place Hack Mizzou Hackathon 2014

Other Projects

1. Implemented IRC Server in C.
2. Implemented Bash Shell in C.
3. Implemented Compiler in Java.
4. Implemented Web Crawler in Java.

http://devpost.com/Ayushnvijay | https://github.com/ayushnvijay | https://www.linkedin.com/in/ayushnvijay