Kush Pandya

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Professional Summary
Software Engineer with over 2 years of hands-on experience in Android development and full-stack software solutions. Proficient in Java, Kotlin, React, Spring Boot, and SQL. Experienced in building scalable mobile and web apps, integrating cloud services, and applying Waterfall and TDD practice. Holds a Master's degree in Computer Science.

Technical Skills
Languages: Java, Kotlin, Python, C#
Web Technologies: HTML, CSS, JavaScript, React JS, JSON,, XML
Databases: MySQL, SQL Developer, Snowflake
Tools: Android Studio, Git, Unity 3D, Google Colab, Azure, Firebase, JUnit, Mockito,
Methodologies: Agile, SDLC, Waterfall, Test-Driven Development (TDD)

Professional Experience
Software Engineer, DMI — Remote (Jan 2024 – Present)
- Led UI development with HTML, CSS, JavaScript, and Angular JS boosting engagement by 15%
- Reduced development lifecycle delays by 20% using optimizing Waterfall project execution
- Enhanced efficiency through advanced SQL, including batch processing and stored procedures

Graduate Research & Teaching Assistant, Colorado State University — Colorado (Aug 2022 – Dec 2023)
- Developed a dataset using qualitative spatial reasoning to analyze 3D geometric relationships
- Achieved embedding spaces by creating a dataset and training a neural network model
- Supported over 100 students in Unity3D based virtual reality coursework and troubleshooting

Junior Android Developer, Versatile Technolabs — India (Jul 2019 – Dec 2019)
- Developed high-quality Kotlin-based Android applications, focusing on reliable functionality
- Integrated XML with databases, reducing sync issues by 15% and improved data exchange efficiency
- Applied MVC, MVVM and, MVP architecture patterns to enhance scalability and responsiveness

Android Developer Intern, Aimcrafters — India (Jan 2019 – May 2019)
- Enhanced app responsiveness and security using Firebase for real-time sync and user authentication
- Integrated third-party libraries like retrofit, volley and, others to improve application functionality
- Used Git to streamline deployments, reducing downtime to zero and deployment time by 50%

Education
M.S. in Computer Science - Colorado State University, USA (May 2023)

B.E. in Computer Engineering - Alpha College of Engineering and Technology, India (May 2019)

Projects
- **Fashion E-commerce Platform (React JS, Firebase) GitHub:** Developed a user-authenticated online shopping site with cart and Stripe payment integration
- **Movie Recommendation System (Python, PySpark) GitHub:** Built a collaborative filtering-based recommendation system using MovieLens dataset (RMSE: 0.91)
- **Augmented Furniture App (Java, XML, ARCore) GitHub:** Created an AR-based app to visualize furniture in real-world spaces
- **Parental Control App (Kotlin, XML):** Designed a mobile app to monitor and limit child screen time and content access
- **Voting App with Fingerprint Verification (Java, XML, MySQL):** Built a secure voting system using fingerprint hardware for user authentication